

1974

New England
Patriots

I Backs

BASIC INFORMATION

SPACING

OFFENSIVE PLAYBOOK

HALFBACK -

- Normal - Line up straddling inside leg of offensive tackle with your heels 5 yds. from the tip of the ball.
- Up - Position yourself 1 to 3 yds. outside offensive tackle and 1 yd. deep off the L.O.S.
- Half - Position yourself between tackle and S 1 yd. deep off the L.O.S.
- Out - Position yourself outside S-1 yd. deep off L.O.S.

FULLBACK -

- Normal - Take bearing on ball with your heels 5 yds. from the tip of the ball on all basic formations.
- Flood - Position yourself 1 to 3 yds. outside TE and 1 yd. deep off the L.O.S.

SPLIT END -

- Normal - Line up on outside edge of numbers if ball on far hash - if ball in middle, line up 3 yds. outside numbers - line up 3 to 6 yds. outside of numbers if ball on near hash. Normal position may be varied by game plan or individual play requirements.
- Tite - 1 to 3 feet from tackle.
- Near - 1 to 3 yds. from tackle.
- Open - 1 to 3 yds. from tackle.

WING -

- Normal - Same as S.
- Close - 1 to 3 yds. from TE 1 yd. deep off L.O.S.
- Flank - 3 to 6 yds. from TE 1 yd. deep off L.O.S.

TIGHT END -

- Normal - 1 yd. split from tackle.
- Flex - Position yourself 1 to 3 yds. from tackle.
- Far - Position yourself 3 to 5 yds. from tackle.
- Wide - Position yourself like a Normal S or Wing.

GUARDS & TACKLES - Normal - 2 foot split.

NUMBERING OF HOLES

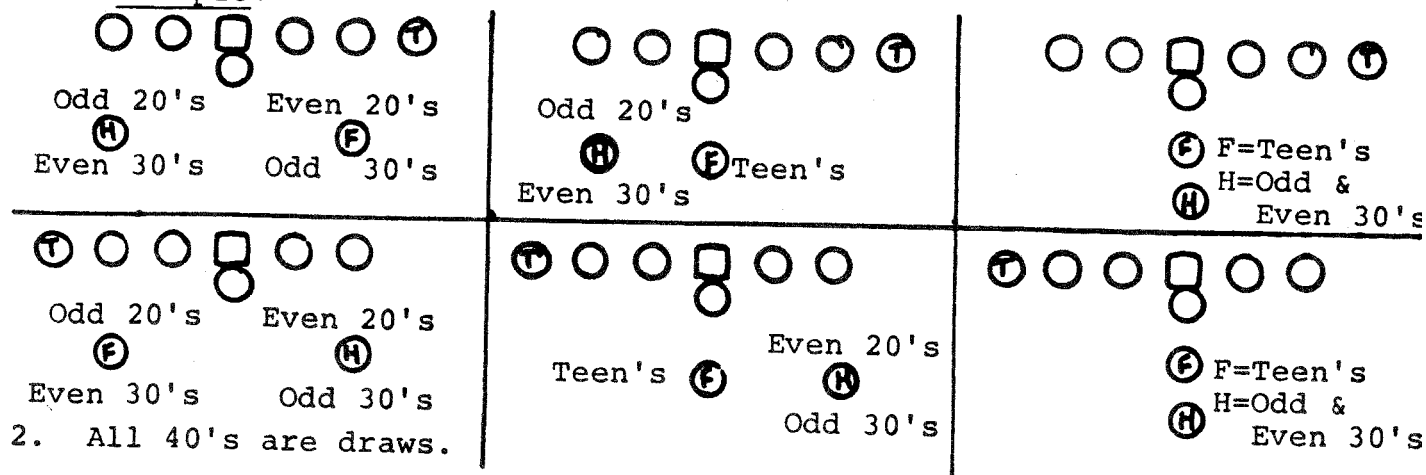


1. Holes are numbered even (2-4-6-8) to the right - odd (3-5-7-9) to the left as in the diagram above.
2. On all base blocking, the hole is directly over the numbered man. (Example - Slant 13 Base).
3. On all other blocking, the hole is off the inside hip of the numbered man.

NUMBERING OF BALL-CARRIER

1. Running plays will be numbered from 1 thru 39, and called in backfield series by a word description. (Examples - Slant 13-Flow 38 - Ride 39).

Example:



2. All 40's are draws.
3. 100 Series - are play-action passes with the QB setting up behind the fake within the tackle box. (Example - Slant 115).
4. 200 Series - are roll-out passes with the QB rolling out toward the faking back or backs. (Example - Flow 236).
5. 300 Series - are bootleg passes - with the QB rolling away from the faking back or backs. (Example - Flow 338).
6. 400 Series - are running play passes with the designated back (HB-FB) as the passer. (Example - Flow 438).
7. 500 Series - are screen passes - both play action and regular drop back screens. (Example - Slant 515-FB Screen Left - 550-HB Screen Left).
8. Special Passes - are passes that do not fit into any of the above categories. They will be given names or unused numbers. (Example - Flea Flicker Right).

I. Cadence in the Huddle

The cadence will be called by the QB in the following sequence:

1. Formation. (2, 6)
2. Play number. Give the maneuver and the number of the play and the type of block. (Slant 14, P-36S, etc.)
3. Give the snap count.
4. Pause momentarily. (You must listen - we will not keep men who are constant "CHECKERS." However, it is better to check than go up to line not knowing the play or snap count. Center and Receivers will leave huddle during pause.)
5. Give command "Ready."
6. ALL CLAP HANDS then bounce out of huddle as instructed.
7. Example of Call in Huddle: 2 -- Slant 13 -- on 2 -- (pause) READY - Break.

II. Cadence on Line of Scrimmage

1. Look over the defense. Decide if check-off is necessary.
2. Everyone assume a three-point stance on line of scrimmage. (Exception: deep back in 0-1 will be in upright stance.)
3. Call Live or Dead color
(pause by QB) Example: Blue 38 -
 - A. If the QB repeats the live color, the next play number called will be the play run. All checks on two.
 - B. If the QB repeats any other color than the live color, the play called in the huddle will be run on the snap count called. It is important that QB uses all numbers in our offense as fake checks.
4. QB then calls "SET".
5. HUT - HUT - HUT - HUT - HUT (non-rhythmic).
6. Example of call on line of scrimmage:

| <u>Color</u> | <u>Play</u> | | | <u>Snap Numbers</u> |
|--------------|-------------|--------------|-------|---------------------|
| Blue | Slant 13 - | <u>Pause</u> | "SET" | Hut - Hut |

7. If QB calls shift - Backs will shift during pause.

CHECK-OFF SYSTEM

1. Color designated as live will be used as check-off signals.
2. If the QB calls any other color than the live color, then the play called in the huddle will be run. The next number called will be a fake.
3. If the QB repeats the live color, then the play called in the huddle is erased. The next number called will be the play run.
4. QB can also use the live color and add in the huddle. Disregard the color. Then call the designated live color on the line of scrimmage. Offense will disregard the live color and run play called in the huddle. This will discourage anyone who might pick up the live color.
5. Check-off cannot be used if the play called in the huddle was designated to go on second sound.
6. Snap count for all check-off plays shall be on two.
7. Second sound. QB will put team into action on second sound of GO. Example: Blue GO.
8. Set. QB will put team into action on SET. Example: Blue 36...Blue 36...SET.
9. If the defense is shifting, it is imperative that several plays be run on the second sound.
10. We will designate certain basic plays that can be run on second sound.
11. It is a good idea to go on second sound a few times early in the game. This keeps the defensive line tense and off balance.
12. No huddle to conserve time at the end of the half or end of the game can be used. Here the formation will be set and all plays will be called on the line of scrimmage. We will huddle if a time out is called or if clock is stopped.
13. "Check With Me" plays may be called in the huddle to combat changing defensive teams and aid in saving time in end of 4th quarter. Here all color signals will be live at the line of scrimmage and QB calls formation only. Snap count will always be on two.
14. Double Check-off. QB once you have started your cadence and then feel it is necessary to check-off, you can do so by stopping your count. Long pause. Repeat check-off system using live color. Snap on two.
15. The live color for the training season will be _____.

THE HUDDLE

LT LG C RG RT
HB QB
FB SE W TE

1. The center will be the first man to set up the huddle eight yards behind the ball -- Hurry!
2. Don't be the last man back in the huddle. Flanking backs and ends must not penalize our team by not hustling back into the huddle. Know when time starts.
3. Keep a constant huddle. The shape and appearance is a responsibility of each man.
4. The QB does the talking. All others Listen! The QB must talk straight out -- not up in the air or down at the ground - see all of your men.
5. When sent in with information, get it to the QB. Do not leave the sidelines unless you thoroughly understand the information to be taken in.
6. Do not lean on other men in the huddle. Place your hands (not your elbows) on your knees.
7. If you do not hear the signal -- the word is CHECK - LISTEN. Don't be a "checker." Look at QB - see what you hear.
8. After giving the play number the QB will say "READY" - Then a pause for "CHECKS" - ALL CLAP HANDS which is the signal to break up the huddle! Bounce away from the huddle! Never loaf!
9. All turn to the inside when running to offensive position. The LE, LT, LG and C dropstep with their left foot; RG, RT and RE dropstep with their right foot. TE move in front of the QB to the side of the formation. HB and FB move to position. On 8-9 HB behind FB.
10. The Wing and Split ends - go quickly out from the huddle. You must run fast. Sometimes you must cover three times the distance in the same amount of time. The QB must check coverage immediately.
11. Remember we have only 30 seconds to get a play started. We must save all the time possible by being efficient in our huddling. Time starts as the referee brings his hand down.

I FORMATION

FULL FORMATION

FAR FORMATION

TRIPLE

WEST

TWIN

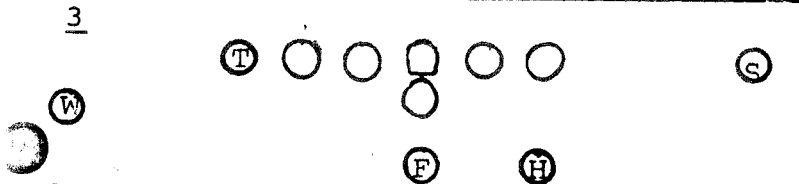
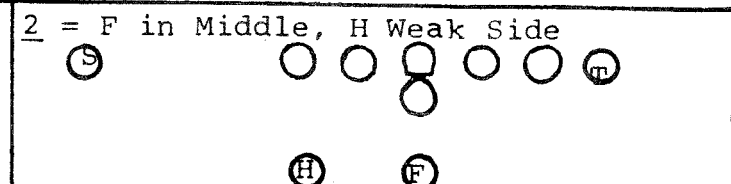
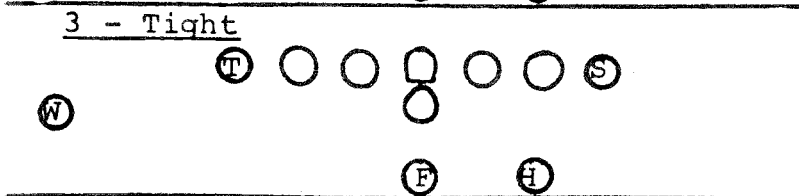
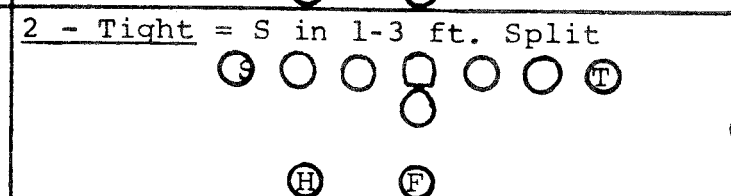
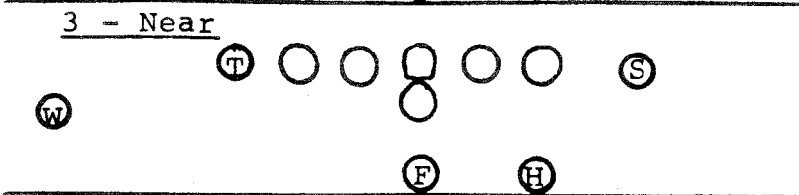
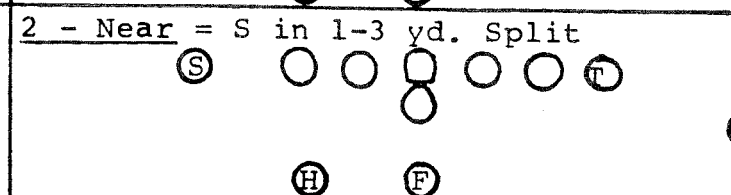
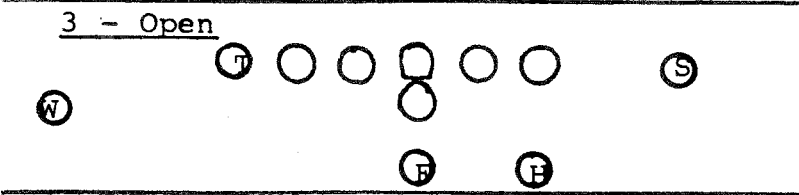
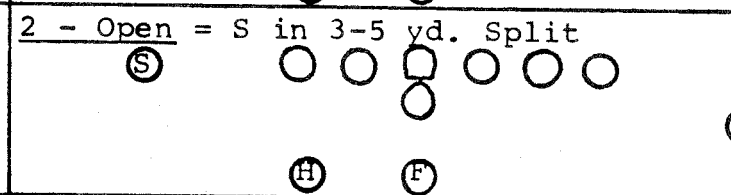
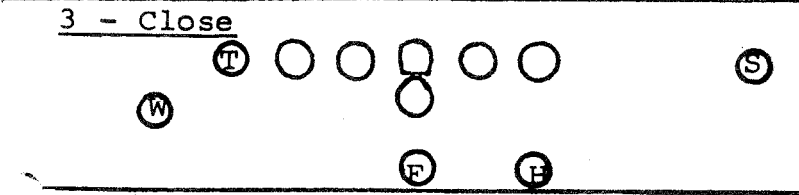
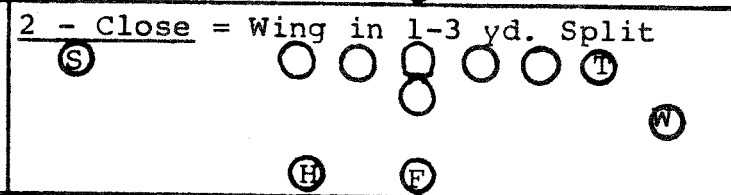
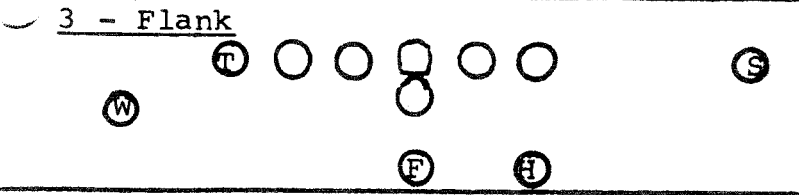
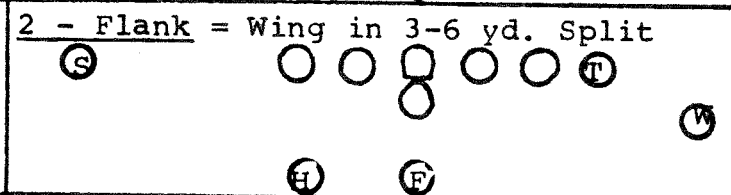
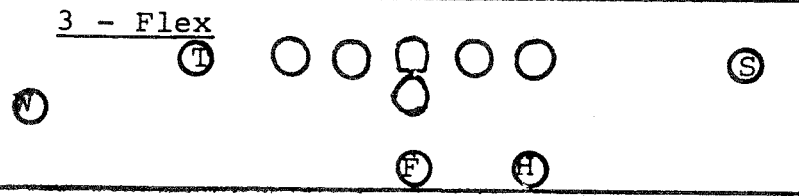
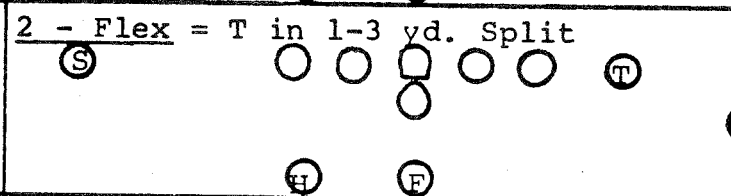
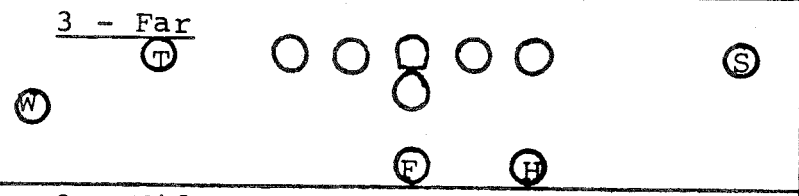
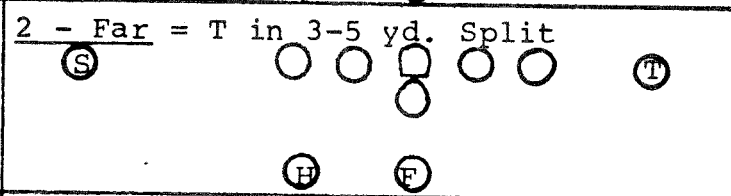
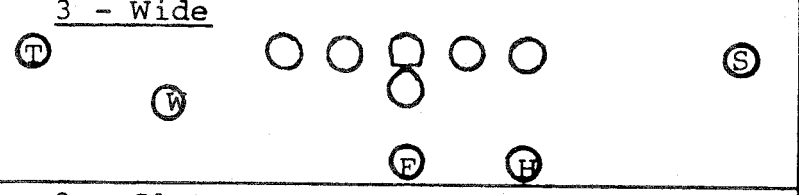
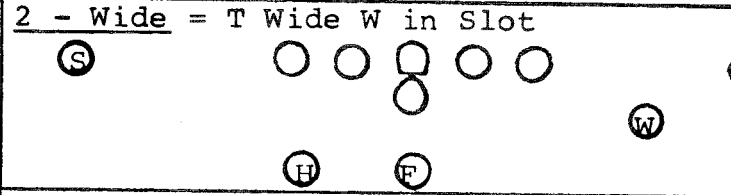
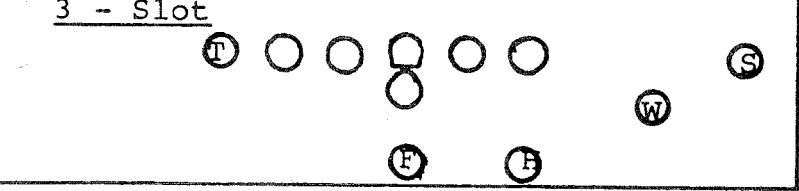
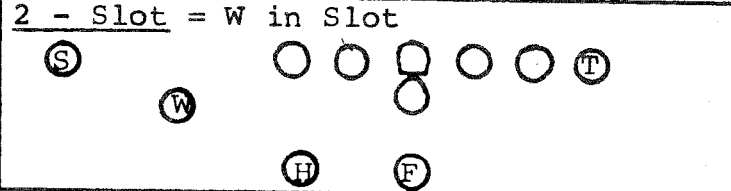
DOUBLE WING

EAST

EAST I

EAST DOUBLE WING

| | |
|-------------------------|---|
| <p><u>1</u></p> | <p><u>0</u> - I = Backs</p> |
| <p><u>1 - Tight</u></p> | <p><u>0 - Tight</u> = S in 1-3 ft. Split</p> |
| <p><u>1 - Near</u></p> | <p><u>0 - Near</u> = S in 1-3 yd. Split</p> |
| <p><u>1 - Open</u></p> | <p><u>0 - Open</u> = S in 3-5 yd. Split</p> |
| <p><u>1 - Close</u></p> | <p><u>0 - Close</u> = Wing in 1-3 yd. Split</p> |
| <p><u>1 - Flank</u></p> | <p><u>0 - Flank</u> = Wing in 3-6 yd. Split</p> |
| <p><u>1 - Flex</u></p> | <p><u>0 - Flex</u> = T in 1-3 yd. Split</p> |
| <p><u>1 - Far</u></p> | <p><u>0 - Far</u> = T in 3-5 yd. Split</p> |
| <p><u>1 - Wide</u></p> | <p><u>0 - Wide</u> = T Wide W in Slot</p> |
| <p><u>1 - Slot</u></p> | <p><u>0 - Slot</u> = W in Slot</p> |

| | |
|---|---|
| <p><u>3</u></p>  | <p><u>2</u> = F in Middle, H Weak Side</p>  |
| <p><u>3 - Tight</u></p>  | <p><u>2 - Tight</u> = S in 1-3 ft. Split</p>  |
| <p><u>3 - Near</u></p>  | <p><u>2 - Near</u> = S in 1-3 yd. Split</p>  |
| <p><u>3 - Open</u></p>  | <p><u>2 - Open</u> = S in 3-5 yd. Split</p>  |
| <p><u>3 - Close</u></p>  | <p><u>2 - Close</u> = Wing in 1-3 yd. Split</p>  |
| <p><u>3 - Flank</u></p>  | <p><u>2 - Flank</u> = Wing in 3-6 yd. Split</p>  |
| <p><u>3 - Flex</u></p>  | <p><u>2 - Flex</u> = T in 1-3 yd. Split</p>  |
| <p><u>3 - Far</u></p>  | <p><u>2 - Far</u> = T in 3-5 yd. Split</p>  |
| <p><u>3 - Wide</u></p>  | <p><u>2 - Wide</u> = T Wide W in Slot</p>  |
| <p><u>3 - Slot</u></p>  | <p><u>2 - Slot</u> = W in Slot</p>  |

-3 UP-

-2 UP-

3-Up

2-Up

3-Up Tight

2-Up Tight

3-Up Near

2-Up Near

3-Up Open

2-Up Open

3-Up Close

2-Up Close

3-Up Flank

2-Up Flank

3-Up Flex

2-Up Flex

3-Up Far

2-Up Far

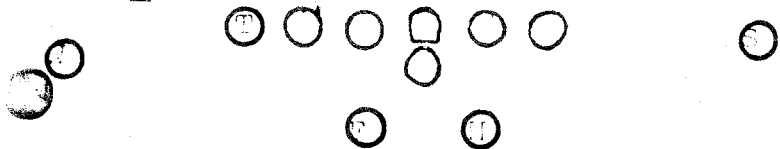
3-Up Wide

2-Up Wide

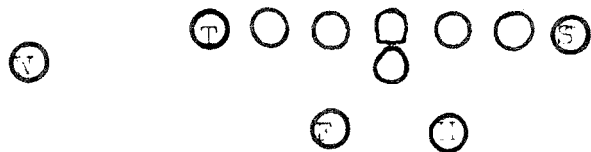
3-Up Slot

2-Up Slot

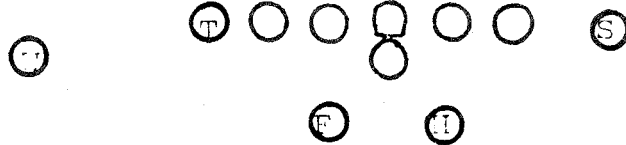
5



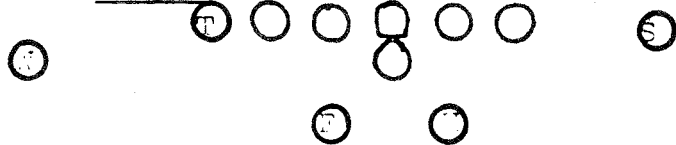
5-Tight



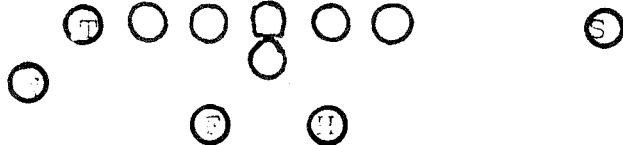
5-Near



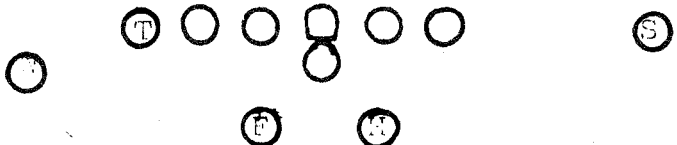
5-Open



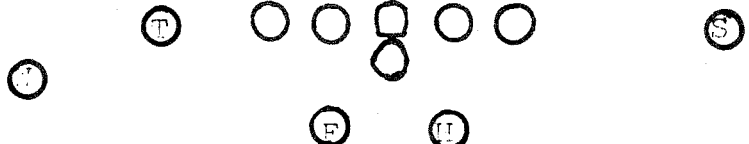
5-Close



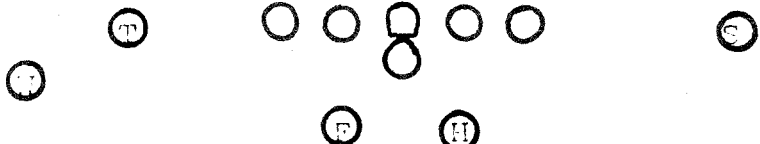
5-Flank



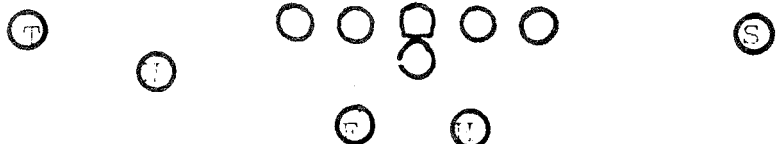
5-Flex



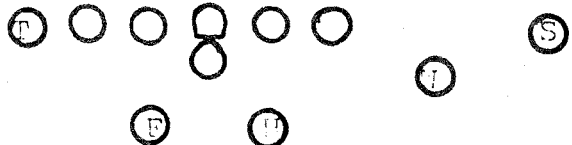
5-Far



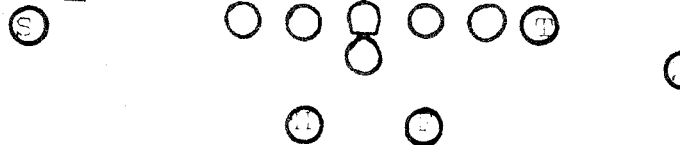
5-Wide



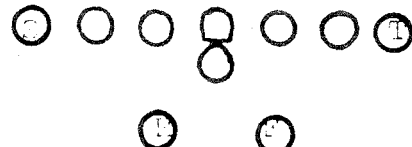
5-Slot



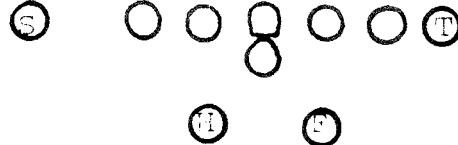
4



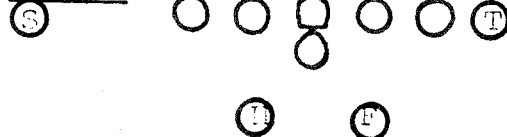
4-Tight



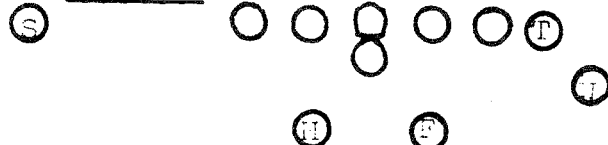
4-Near



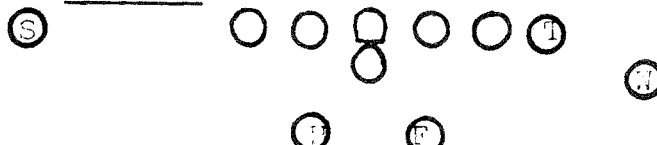
4-Open



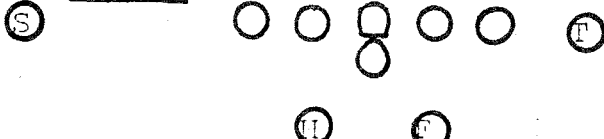
4-Close



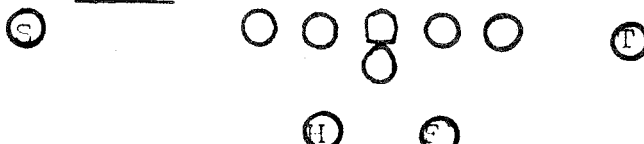
4-Flank



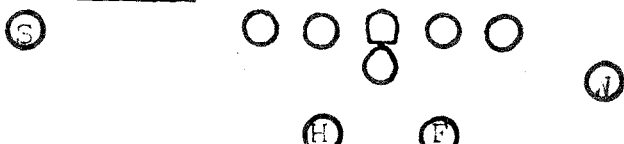
4-Flex



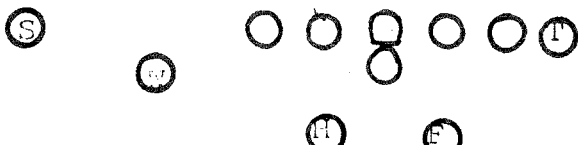
4-Far



4-Wide



4-Slot



7

6

7-Tight

6-Tight

7-Near

6-Near

7-Open

6-Open

7-Close

6-Close

7-Flank

6-Flank

7-Flex

6-Flex

7-Far

6-Far

7-Wide

6-Wide

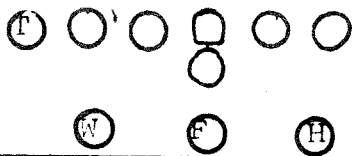
7-Slot

6-Slot

| | |
|--|--|
| <div>9</div> <div></div> <div>9-Tight</div> <div></div> <div>9-Near</div> <div></div> <div>9-Open</div> <div></div> <div>9-Close</div> <div></div> <div>9-Flank</div> <div></div> <div>9-Flex</div> <div></div> <div>9-Far</div> <div></div> <div>9-Wide</div> <div></div> <div>9-Slot</div> <div></div> | <div>8</div> <div></div> <div>8-Tight</div> <div></div> <div>8-Near</div> <div></div> <div>8-Open</div> <div></div> <div>8-Close</div> <div></div> <div>8-Flank</div> <div></div> <div>8-Flex</div> <div></div> <div>8-Far</div> <div></div> <div>8-Wide</div> <div></div> <div>8-Slot</div> <div></div> |
|--|--|

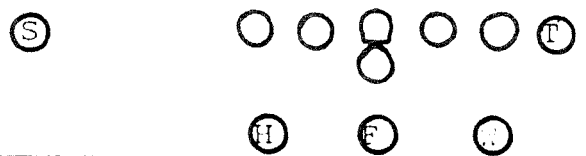
MOTION

3-T



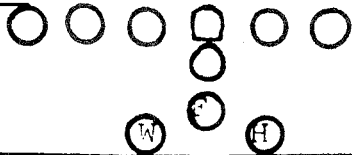
S

2-T



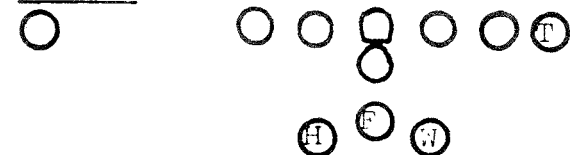
S

3-Bone



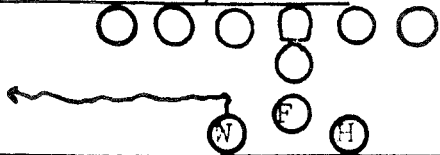
S

2-Bone



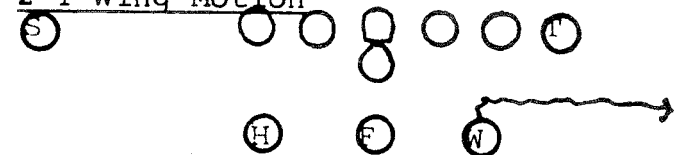
S

3-Bone-Wing Motion



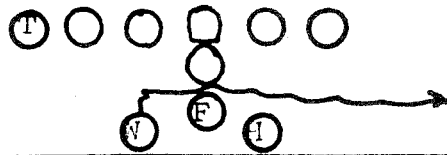
S

2-T-Wing Motion



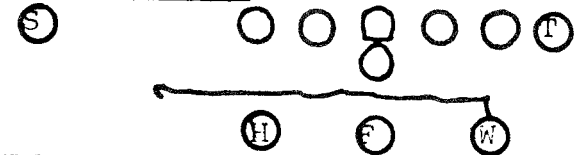
S

3-Bone Wing Fly



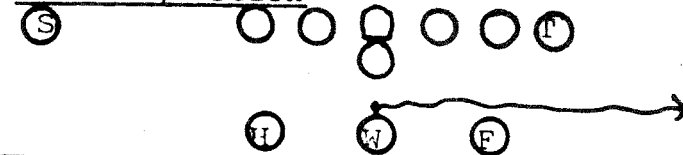
S

2-T-Wing Fly



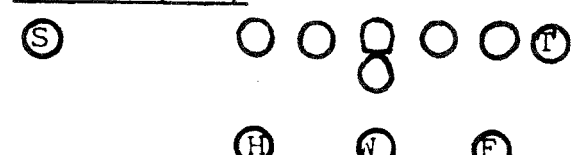
S

6-T-Wing Motion



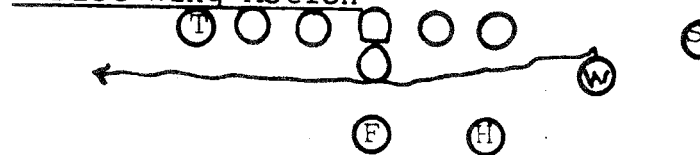
S

6-T-Wing Fly



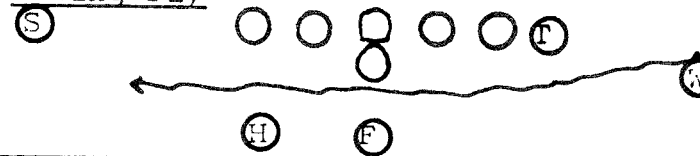
S

3-Slot-Wing Motion



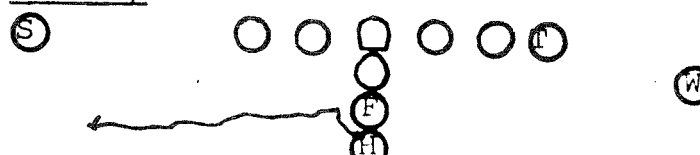
S

2-Wing Fly



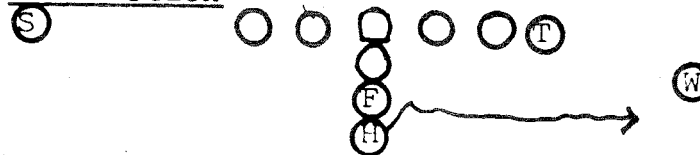
S

0-H Fly



S

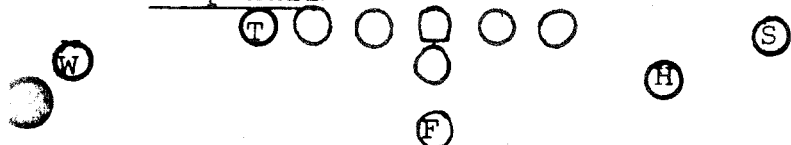
0-H Motion



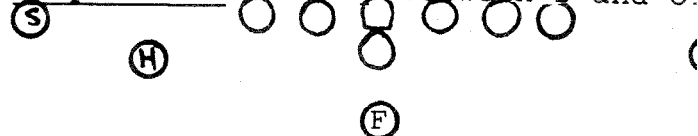
S

FORMATION VARIATIONS

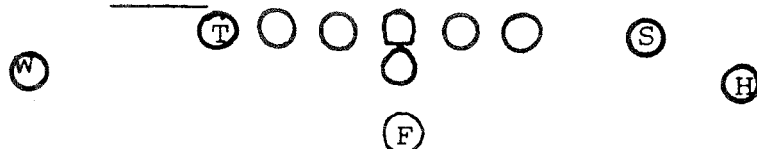
3 Up Half



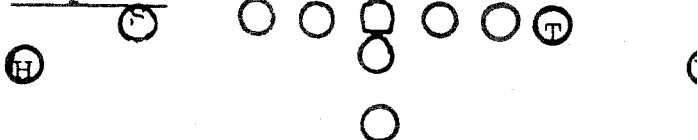
2 Up Half=H Halfway between S and O



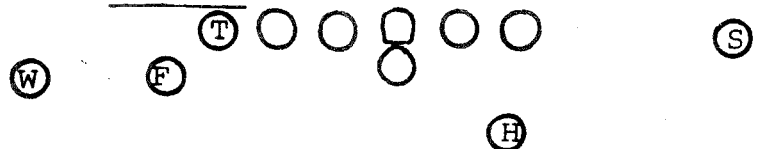
3-Out



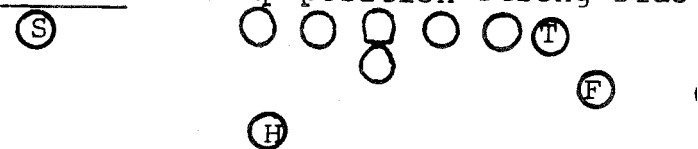
2 Up Out



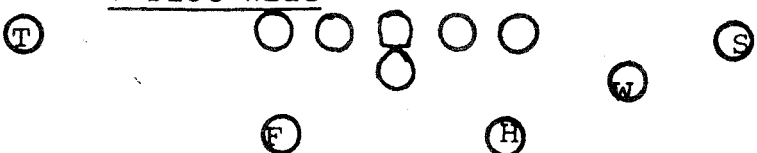
7-Flood



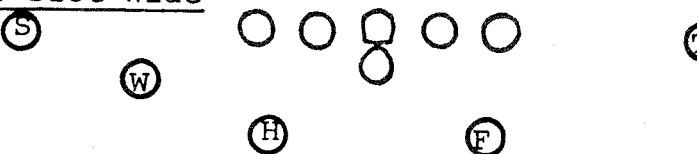
6-Flood=F in up position Strong Side



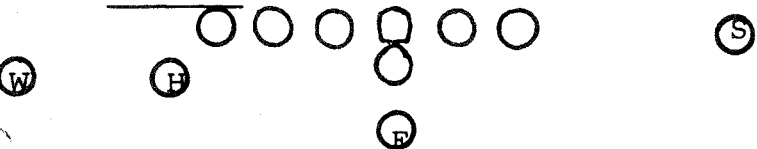
7-Slot Wide



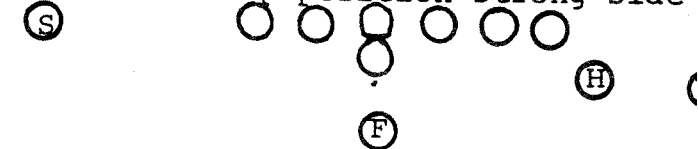
6-Slot Wide



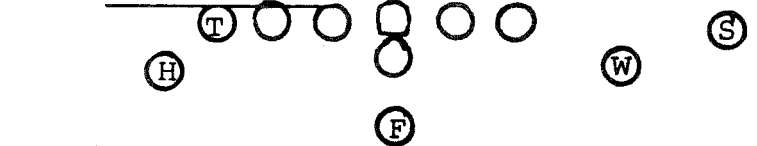
9-Flood



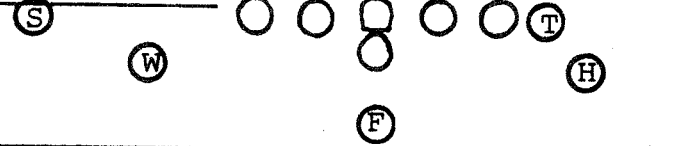
8-Flood=H in up position Strong Side



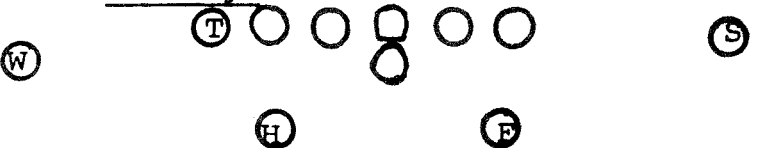
9 Flood Slot



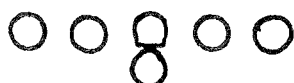
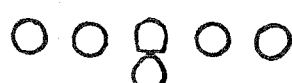
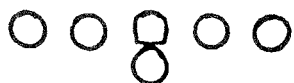
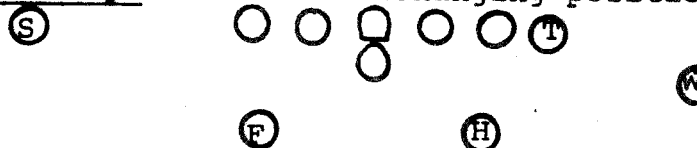
8 Flood Slot



7-Change



6-Change=F and H - exchanging positio



GENERAL TERMINOLOGY

| | |
|-----------------|---|
| WING | - Outside Receiver that is normally outside the TE and off the L.O.S. - Receiver in the Slot in Slot formation. |
| S | - Outside Receiver on the Weakside on the L.O.S. |
| T | - Strongside End next to Tackle. |
| H | - Halfback |
| F | - Fullback |
| ONSIDE | - Side to which play is called. |
| OFFSIDE | - Side away from play called. |
| STRONGSIDE | - Side of formation call. |
| WEAKSIDE | - Side away from formation call. |
| ODD FRONT | - Defensive line spacing with a lineman positioned relatively head on center. |
| EVEN FRONT | - Defensive line spacing with no lineman head on center. |
| FORCE | - Type of play used by LBers, Safeties and Corners to force wide running plays inside. |
| ROLL STRONG | - Any time Strong Corner plays the short zone - Ex: 3C-7. |
| ROLL WEAK | - Any time Weak Corner plays the short zone - Ex: 4-5W. |
| BUMP | - Corners lined up within 2 yds. of L.O.S. on an outside Receiver. |
| MIKE | - Middle Linebacker. |
| SAM | - Strongside Linebacker. |
| WILL | - Weakside Linebacker. |
| L.O.S. | - Line of scrimmage. |
| C.P. | - Coaching point. |
| FLY | - Motion by Wing, H or F away from formation call. |
| MOTION | - Motion by Wing, H or F towards formation. |
| GAP | - Space between two offensive men. |
| SCRAPE | - Hard shoulder contact and release for another assignment. |
| SUSTAIN | - Blocking and staying with man regardless of his movement. |
| BLOCKING CALLS- | Blocking adjustment by two or more men. |

BLOCKING TERMINOLOGY

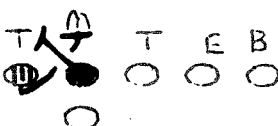
2 and 3 Holes

BASE



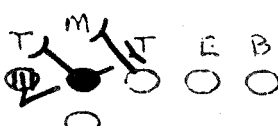
Ex: Slant 13

"C"



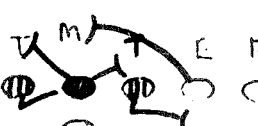
Ex: Plunge 12

TRAP (Regular)



Ex: Toss 32

TRAP - (I)



Ex: Toss 32-I

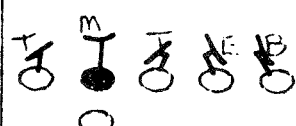
WHAM TRAP



Ex: Flow 32-W

4 and 5 Holes

BASE



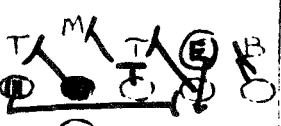
Ex: Slant 14

WHAM



Ex: Flow 34

TRAP



Ex: QK-34 Trap

SUCKER



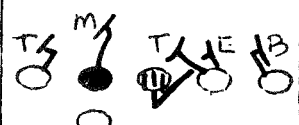
Ex: P-14 SU

SUCKER-WHAM



Ex: SL-14-SU

G

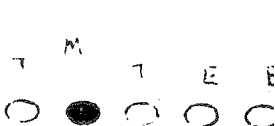
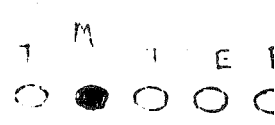
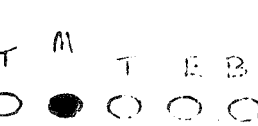
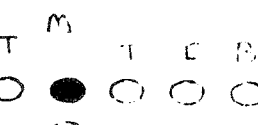
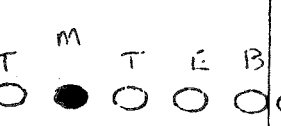
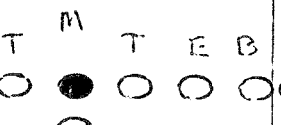
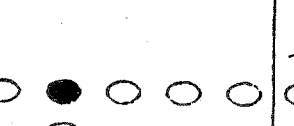
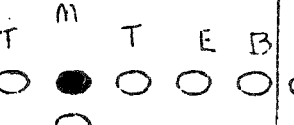
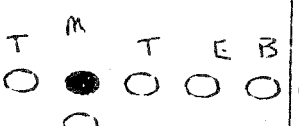
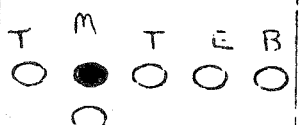


Ex: SL-14G

COUNTER

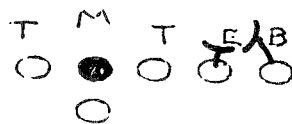


Ex: F-C-35



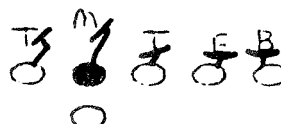
6 and 7 Holes

PINCH



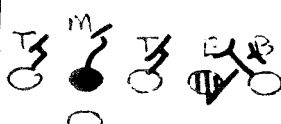
Ex: Flow 36

BASE



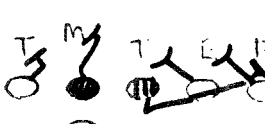
Ex: FL 36 Base

U

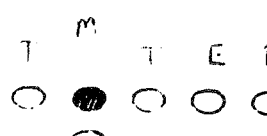
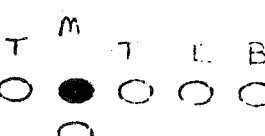
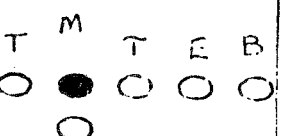
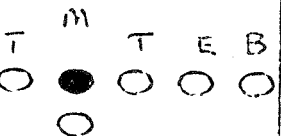
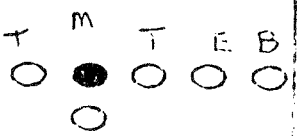
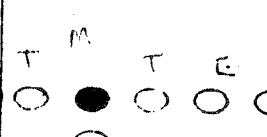
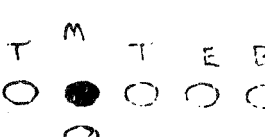
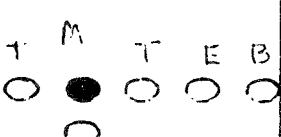
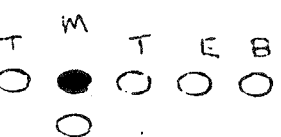
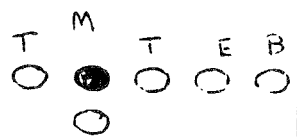
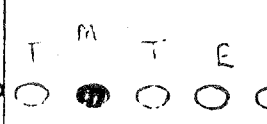


Ex: Flow 16U

G

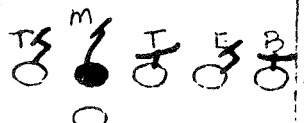


Ex: Flow 16G



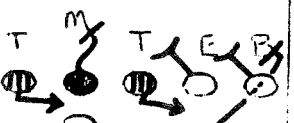
8 and 9 Holes

BASE



Ex: Slant 18

BOB



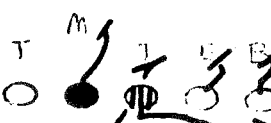
Ex: FL-38 (Bob)

BILL



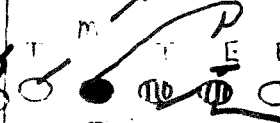
Ex: FL-38 (Bill)

HOOK



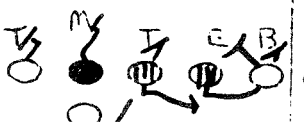
Ex: Ride 38

TESS



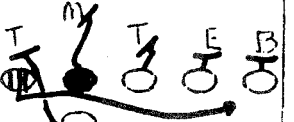
Ex: Toss 28

U



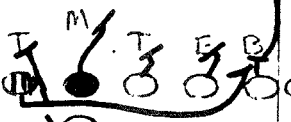
Ex: Ride 38U

SOLID



Ex: P-38 Solid

SOLID-T-FLARE

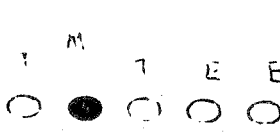
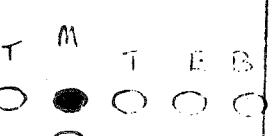
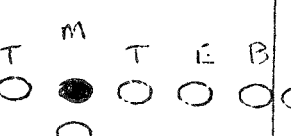
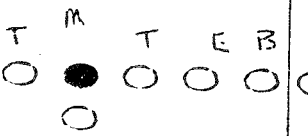
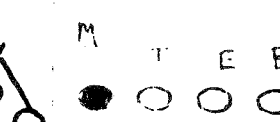


Ex: P-38 So-T-FL

CRACK



Ex: Toss 18 Crack



CALLS AT LINE OF SCRIMMAGE

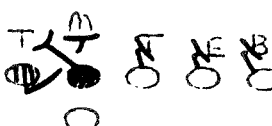
Calls by Center

BASE



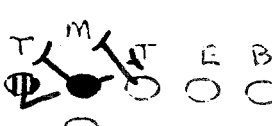
Ex: T-32 (Trap)

C



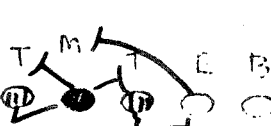
Ex: H-44 Draw

REGULAR



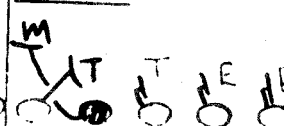
Ex: T-32(Trap)

I



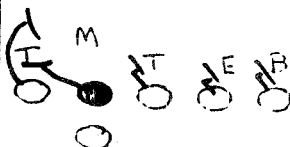
Ex: T-32 (I-Trap)

SWITCH



Ex: 45 Draw

SLIP YOU



Ex: Slant 19

SLIP ME



Ex: Slant 19

ME



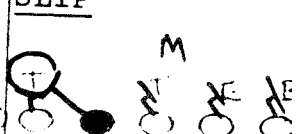
Ex: FL-34 Trap

YOU



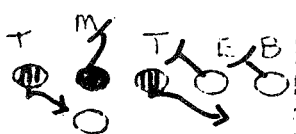
Ex: FL-34 Trap

SLIP



Ex: Slant 13-15

ODD



Ex: Flow 38

EVEN



Ex: Flow 38

I'M IN



Ex: 50

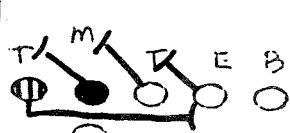
I'M OUT



Ex: 62-64

Calls by Guard

JACK



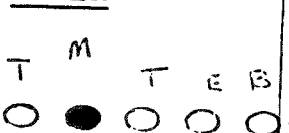
Ex: QK 34 Trap

JILL

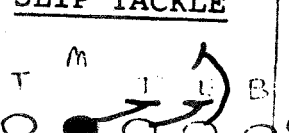


Ex: QK 34 Trap

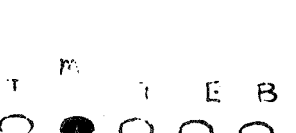
BAKER



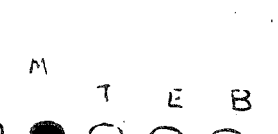
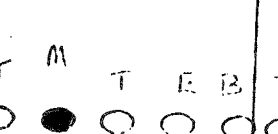
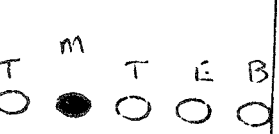
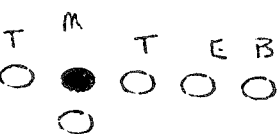
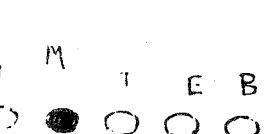
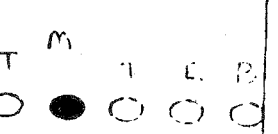
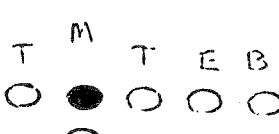
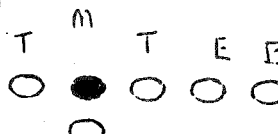
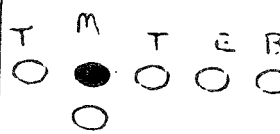
SLIP TACKLE



Ex: Slant 18

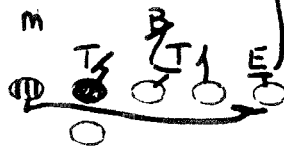


Ex: Slant 18



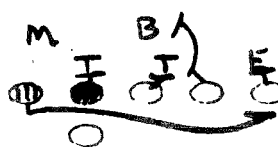
Calls by Tackle

POWER YOU



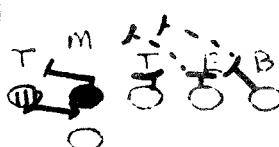
Ex: P-38 Solid

POWER ME



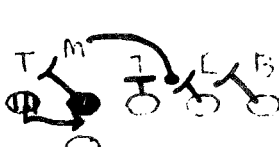
Ex: P-38 Solid

TEAM



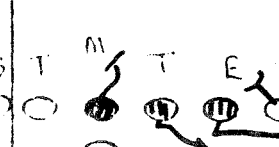
Ex: Flow 36

DOWN



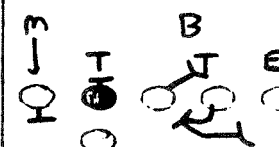
Ex: Flow 36

U



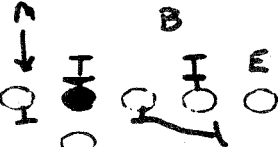
Ex: Ride 38

INSIDE



Ex: 62-64

UP



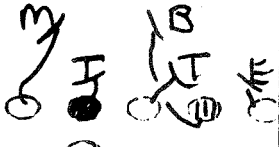
Ex: 62-64

ZIP

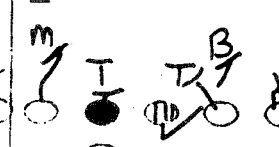


Ex: FL 38 Bill

X

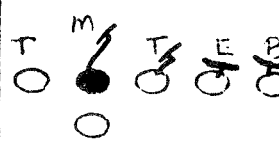


A



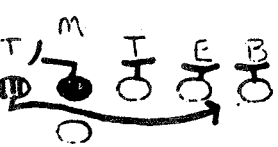
Calls by T (Tight End)

BASE



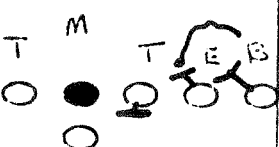
Ex: Flow 16U

SOLID

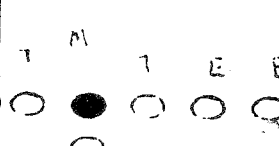
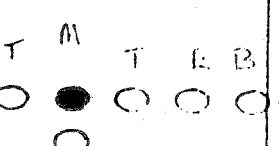
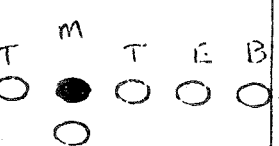
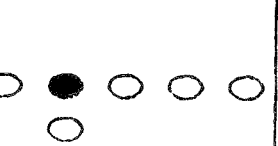
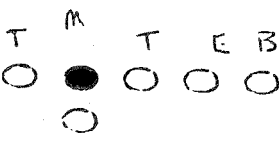
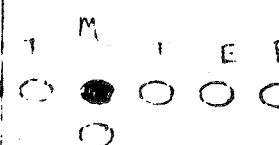
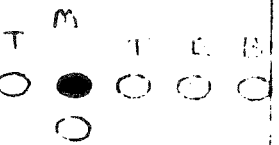
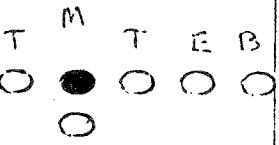
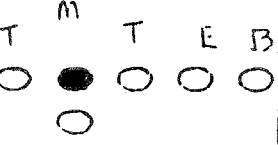
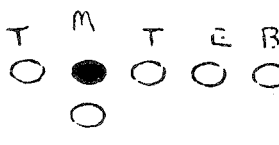


Ex: Flow 36

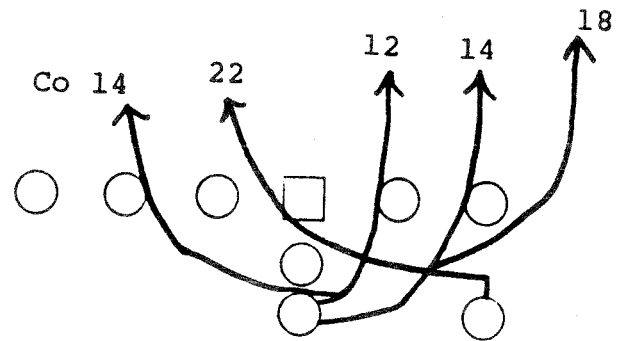
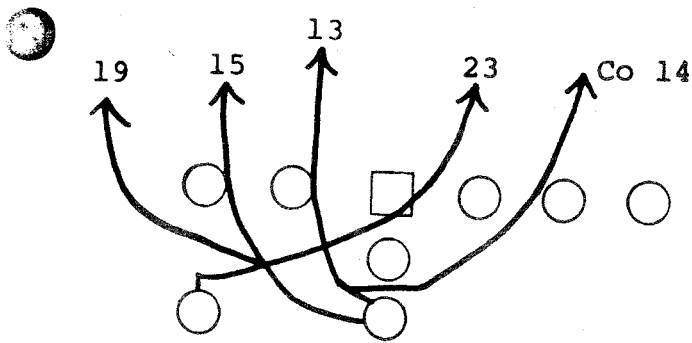
DOWN



Ex: 78



SLANT SERIES - BALL HANDLING



Quarterback

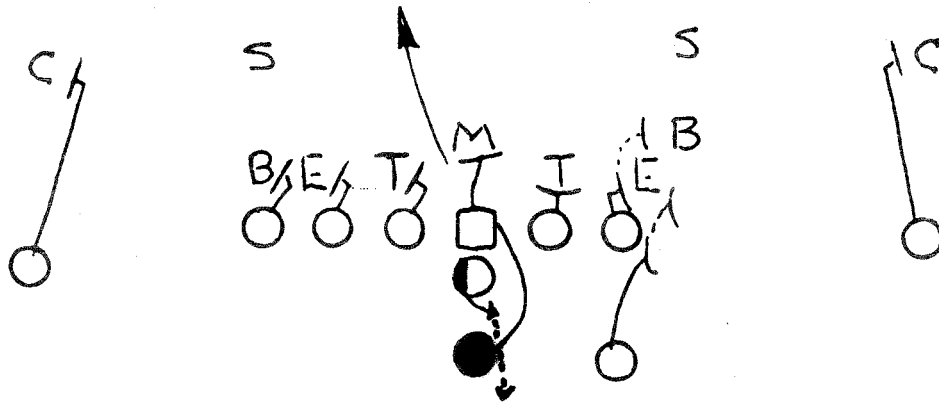
1. Stomach ball on exchange from Center.
2. On Slant 12-13-14-15-18-19 reverse pivot to side called. Get ball to FB deep and quickly as possible. Continue on and set up faking 115.
3. On Slant 22-23-reverse pivot to side called and hand underneath to HB. On Slant Counter 14-15 reverse pivot-faking Slant weakside and hand to FB going strong.

Fullback

1. You are the ball carrier on all Slant Series except Slant 22-23.
2. Give QB a good pocket and sprint to hole called reading blocking pattern (run to daylight).

Halfback

1. On all Slant Series you are the key blocker responsible for DE on 12 and 13 and weakside plugger on 15-19-14-18.
2. On Slant 22-23 you are ball carrier hitting over center area.



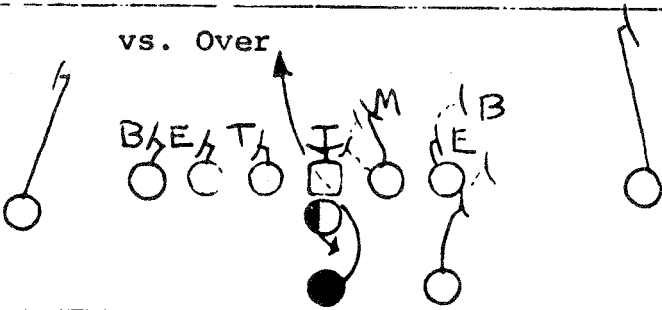
QB Check-Off:

Into:

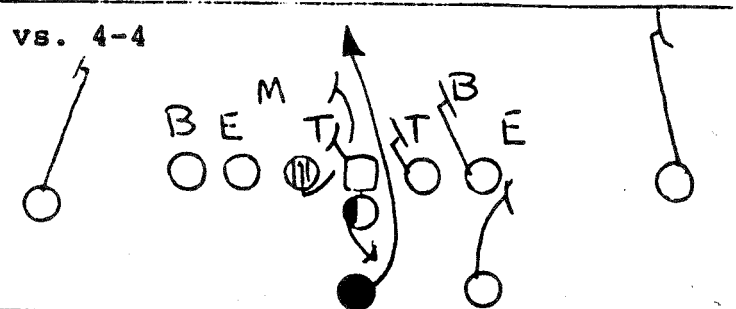
Out of:

QB Action and Alerts: Reverse pivot - Get ball deep to ball carrier as quickly as possible - Don't force FB wide - Set up after handoff on Slant 115.

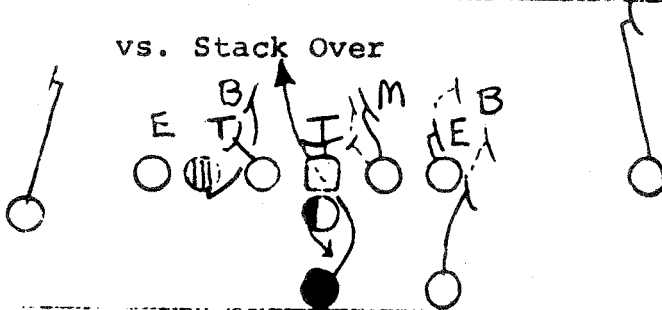
vs. Over



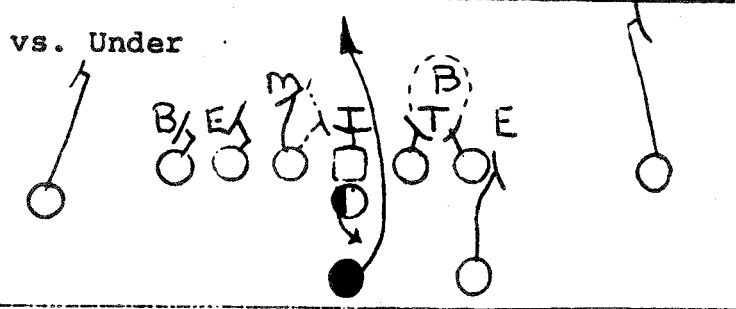
vs. 4-4



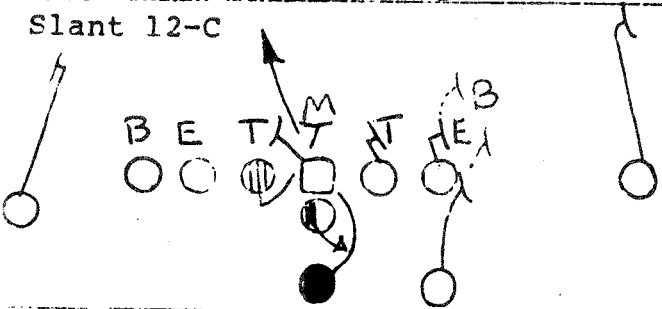
vs. Stack Over



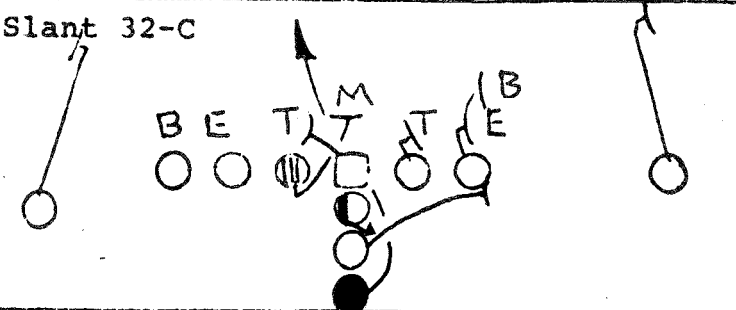
vs. Under



Slant 12-C



Slant 32-C



Formations

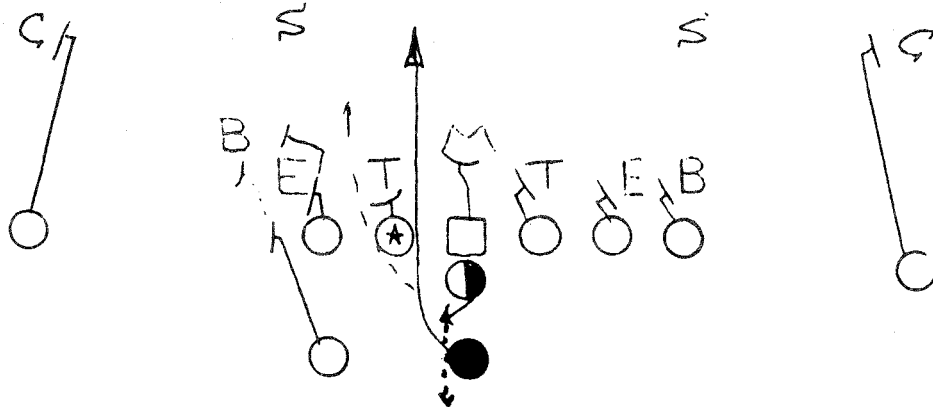
Basic: 2

Others: 2 Slot-0-
2 Up- 2 Up TightBlocking

Basic: Base

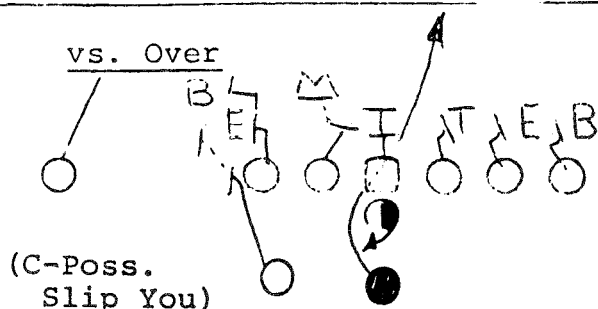
Others: C

vs. 4.3

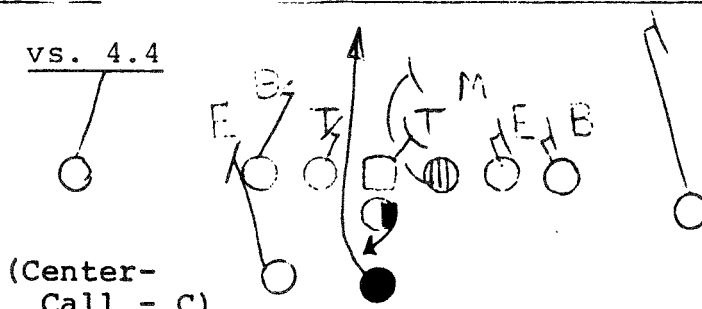


- Ball Carrier: Explode off of Guards block - read - run to daylight - use cross-over step.
- Back : Aim to inside hip of On Tackle - read Tackles block and take outside man of DE or Will.
- On Tackle : 1st step with outside foot into DE - take DE or area off on WB if he forces.
- On Guard : Key blocker - explode - establish running lane - wall-off and sustain.
- Center : Get to MB quickly - dip - take head-on position - sustain!
- Off Guard : Explode on DT - drive - work for late inside wall-off position.
- Off Tackle : Explode on DE - drive - work for late inside wall-off position - be alert for Team call.
- T : Explode on Strong Backer - drive - work for late inside position - possible Team call - T makes call.
- S : Crack approach - block Corner.
- Wing : Crack approach - block Corner.

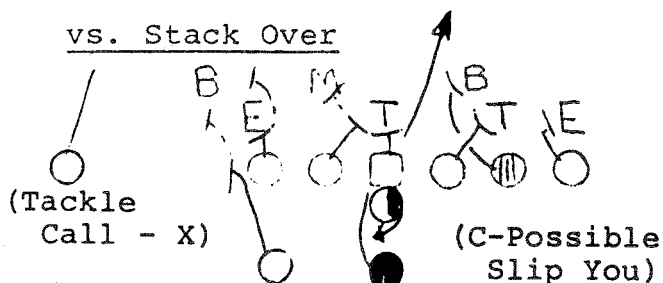
vs. Over

(C-Poss.
Slip You)

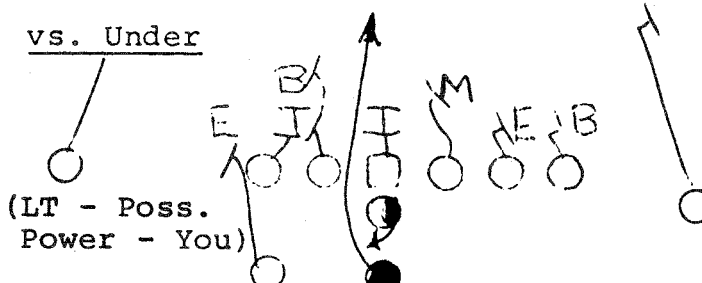
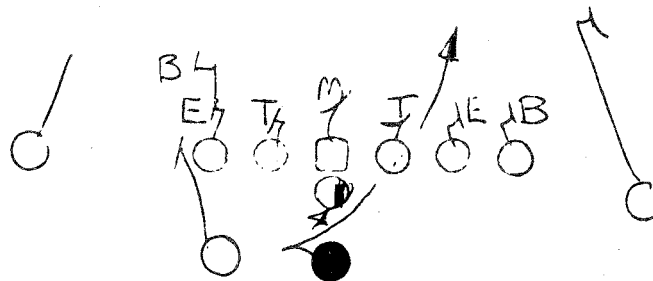
vs. 4.4

(Center-
Call - C)

vs. Stack Over

(Tackle
Call - X)(C-Possible
Slip You)

vs. Under

(LT - Poss.
Power - You)

Formations

Basic: 2

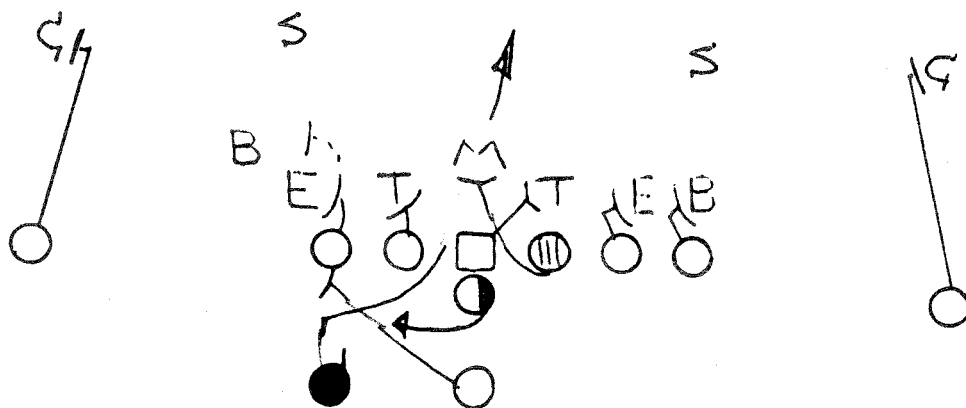
Others: 2 Slot

Blocking

Basic: C

Others: Base

vs. 4.3



Ball Carrier: Step with inside foot first - Break off of outside foot and read blocking.

Back : Go behind HB and area with OT on DE and Will.

On Tackle : Area with HB on DE and Will- Take inside man.

On Guard : Explode into DT - Work for inside position - Walloff & sustain

Center : Seal back on DE - Widen hole - Possible base call.

Off Guard : C block on Mike- Get underneath his pads - Possible base call

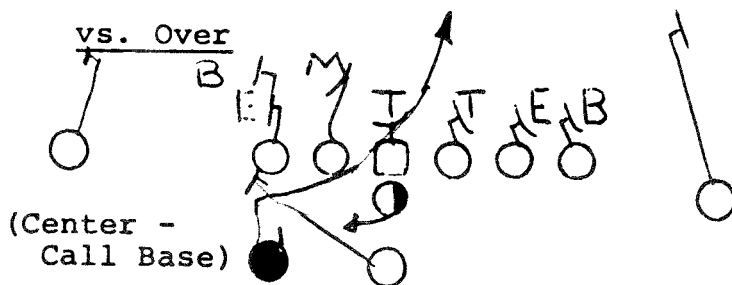
Off Tackle : Explode into DE - Work for inside position - Walloff and sustain.

T : Explode into Sam- Work for inside position - Walloff and sustain.

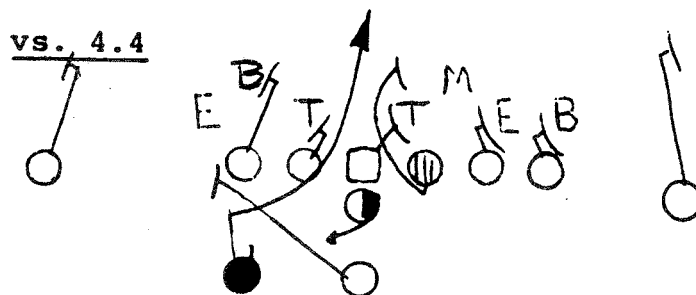
S : Crack approach - block corner.

Wing : Crack approach - block corner.

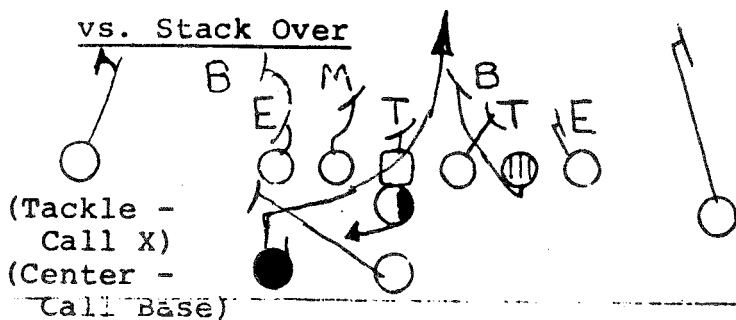
vs. Over



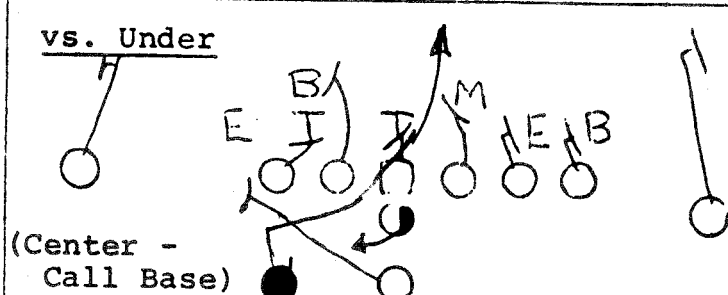
vs. 4.4



vs. Stack Over

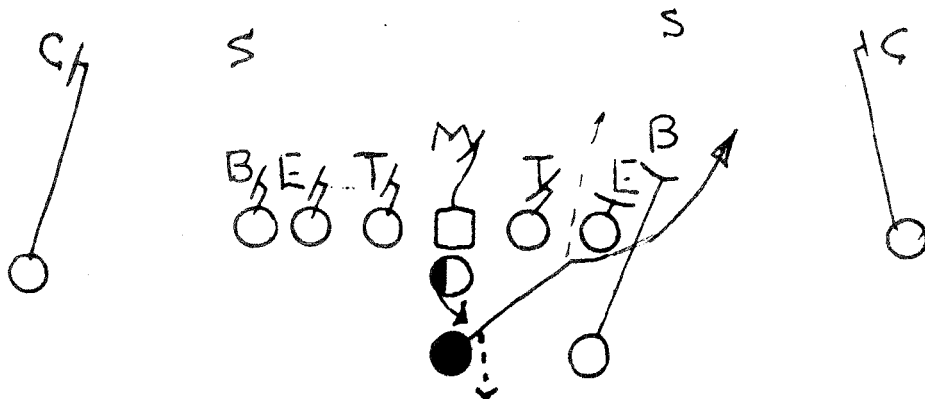


vs. Under



QB REVERSE PIVOT





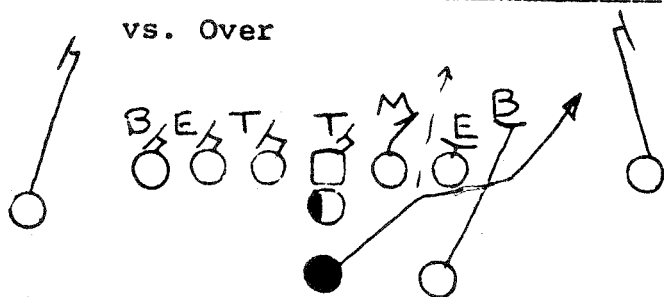
QB Check-Off:

Into:

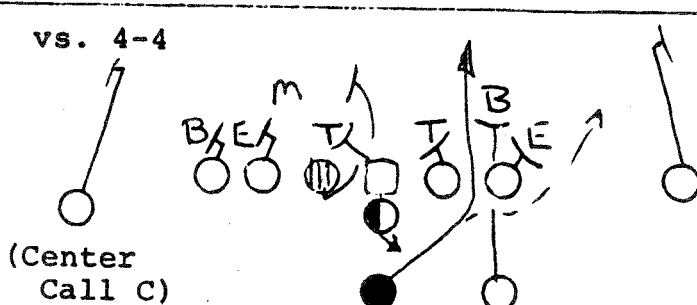
Out of:

QB Action and Alerts: Reverse pivot - Get ball deep to ball carrier quickly - Fake Slant 115 after hand off.

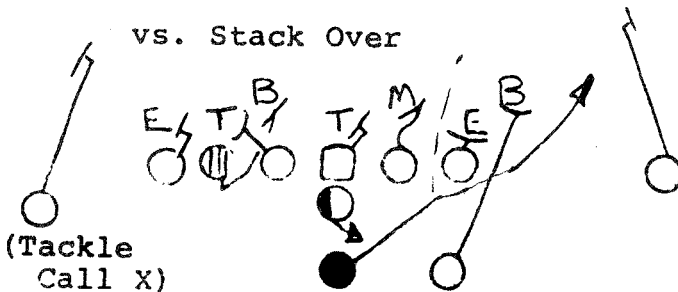
vs. Over



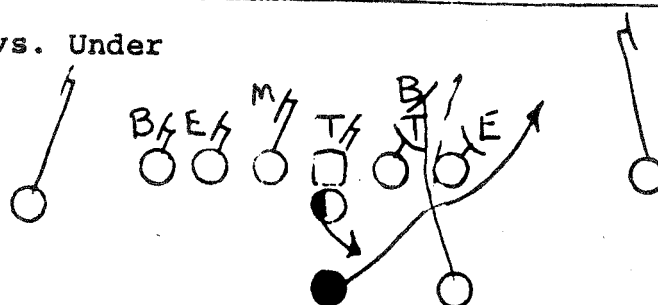
vs. 4-4



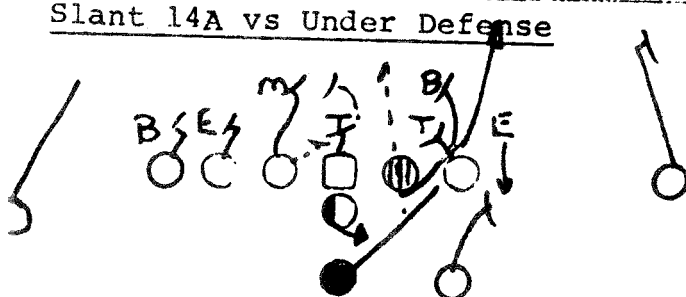
vs. Stack Over



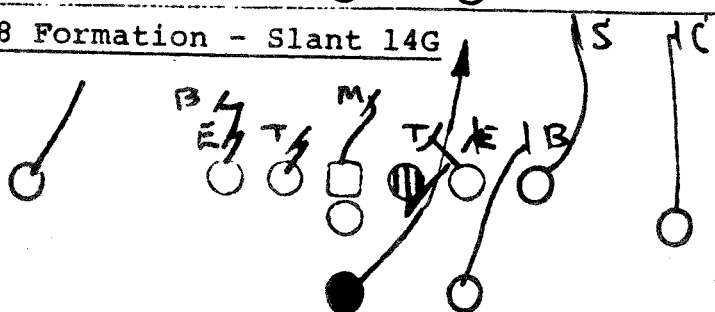
vs. Under



Slant 14A vs Under Defense



8 Formation - Slant 14G



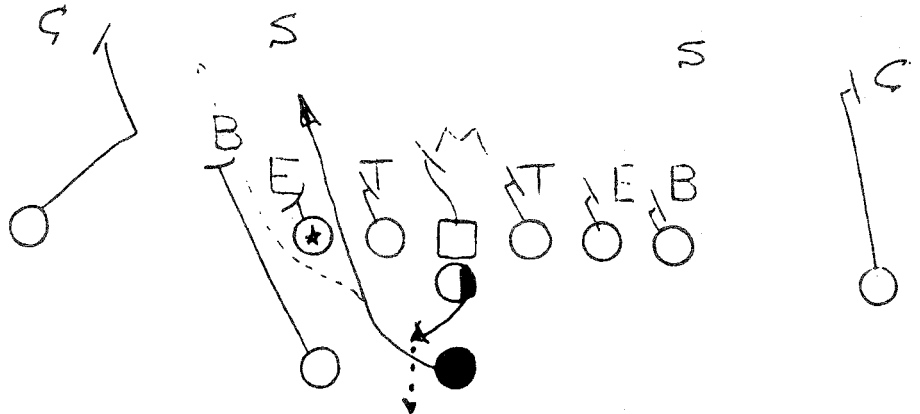
Formations,
Basic: 2 (Str.&Wk.)

vs. 4.3

Others: 2 Slot -0

Blocking
Basic: Base

Others: (G-Possible
C)



Ball Carrier: Take cross-over step - explode off of Tackle's block - read run to daylight.

Back : Key Defensive alignment - block Will.

On Tackle : You are key blocker - explode into block - establish running lane - wall-off and sustain.

On Guard : Explode into DT - drive - work for late wall-off position and sustain.

Center : Get to Mike quickly - work for cutoff position or drive him by hole - possible C call.

Off Guard : Explode into DT - drive - work for inside position- sustain

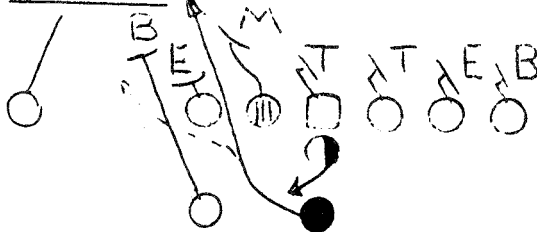
Off Tackle : Explode into DE - drive - work for inside position- sustain- alert for Team call.

T : Explode into Sam- drive - work for inside position- sustain- possible Team call.

S : Crack approach on Weak Safety - read and block force man.

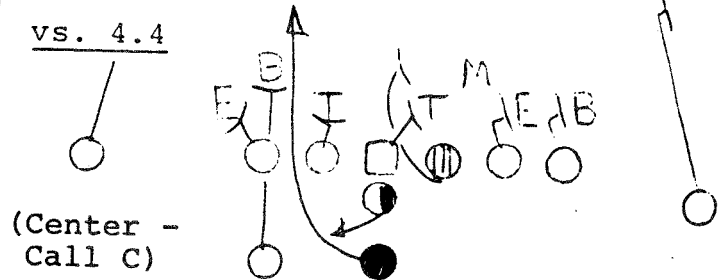
Wing : Crack approach - block Corner.

vs. Over

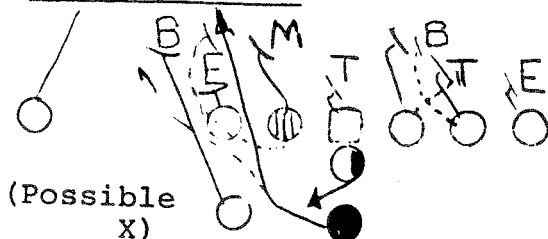


vs. 4.4

(Center -
Call C)

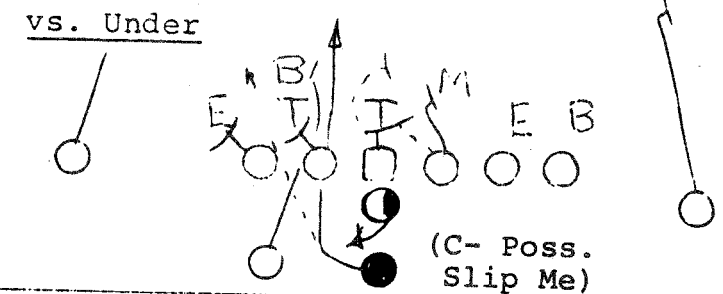


vs. Stack Over

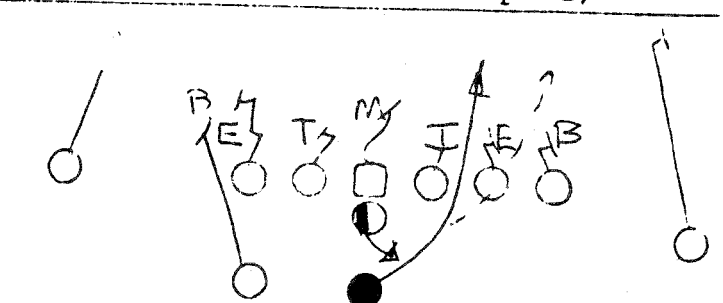
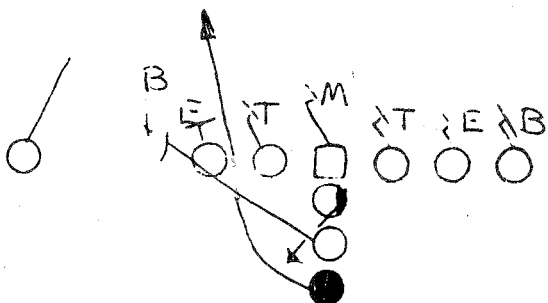


(Possible
X)

vs. Under



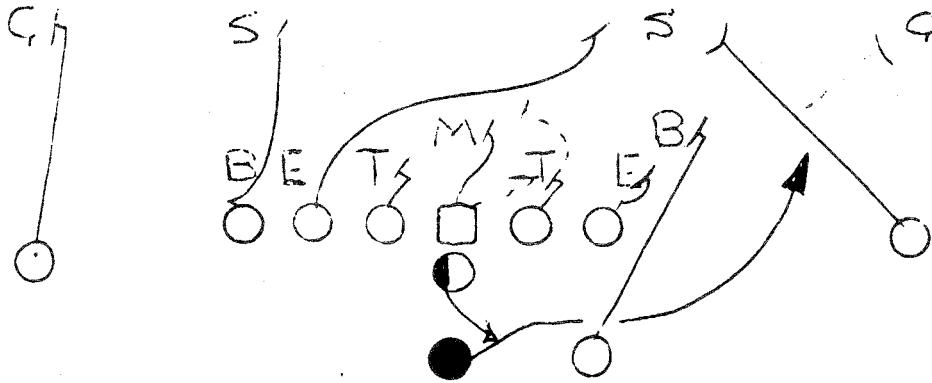
(C- Poss.
Slip Me)



QB Check-Off:

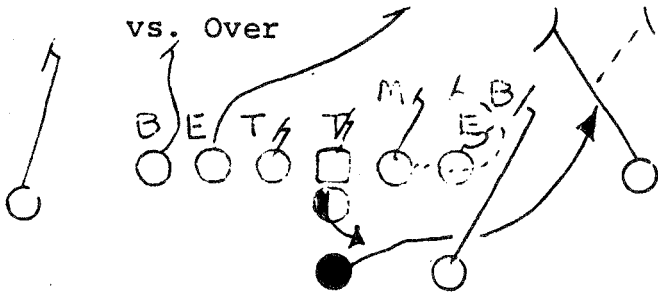
Into:

Out of:

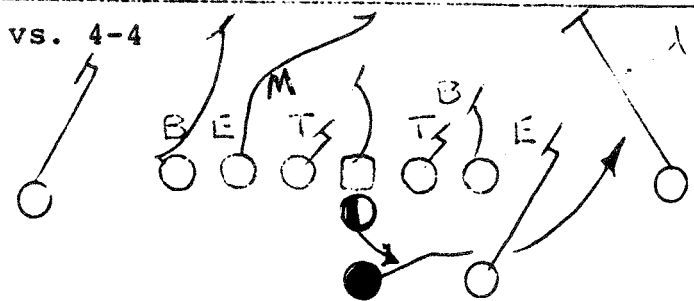


QB Action and Alerts: This is an outside play - reverse pivot - get ball deep and wide to Back.

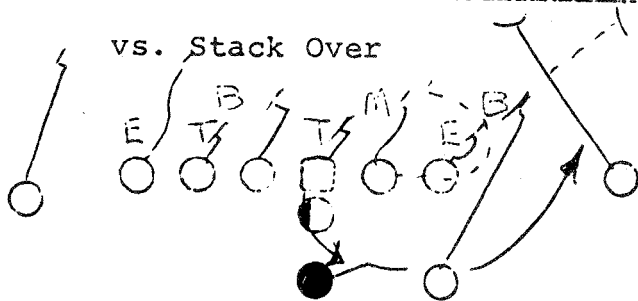
vs. Over



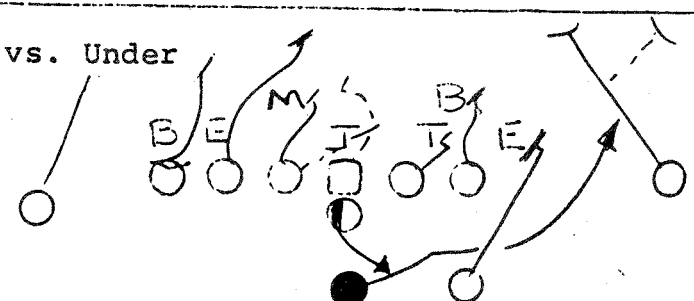
vs. 4-4



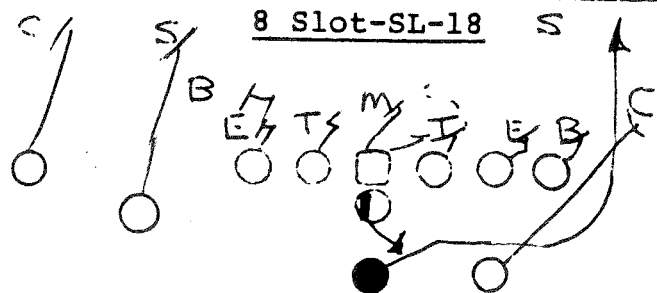
vs. Stack Over



vs. Under



8 Slot-SL-18



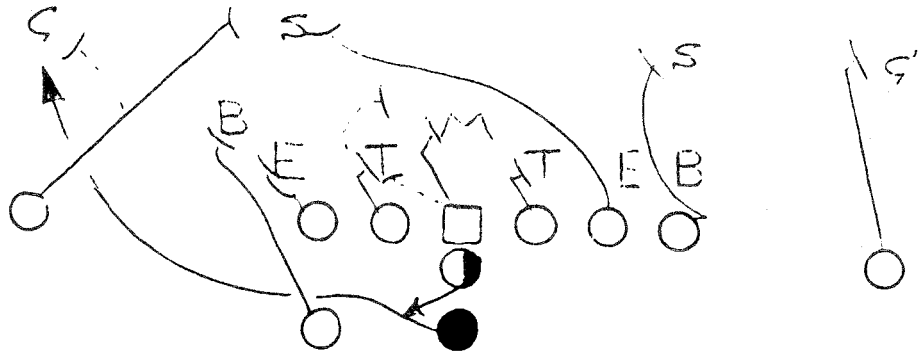
Formations
Basic: 2

vs. 4.3

Others: 8 Slot
(Strong)

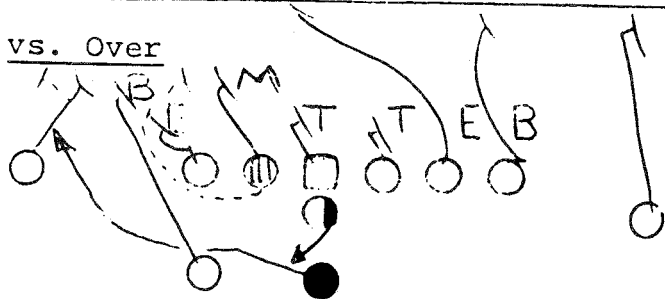
Blocking
Basic: Base

Others: (Possible
Slip You)

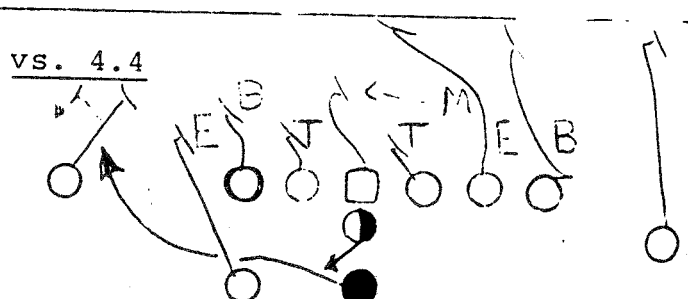


- Ball Carrier: Cross-over step at Off. Tackle - get outside quickly - read blocking.
- Back: Aim for outside knee of Will - cut if possible - if LB skates butt him - sustain block - keep proper position.
- On Tackle: Explode into DE - contain - wall-off and sustain.
- On Guard: Explode into DT - work into outside - contain - wall-off - possible Slip You call by Center.
- Center: Get to Mike quickly - head fake and cut to outside knee - possible Slip You call.
- Off Guard: Explode into inside knee of DT - scramble and sustain.
- Off Tackle: Release inside - shallow sprint to point of attack - block.
- T: Block Safety - your side.
- S: Crack approach on W Safety - read-block force man.
- Wing: Crack approach - block Corner.

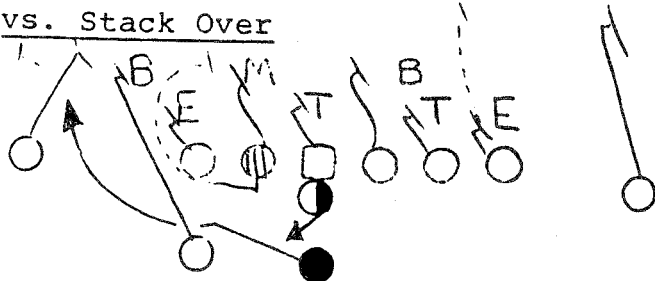
vs. Over



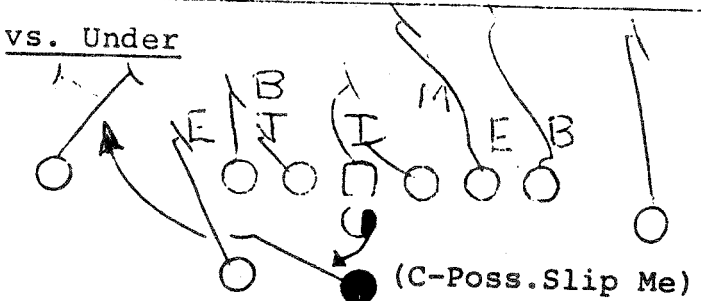
vs. 4.4

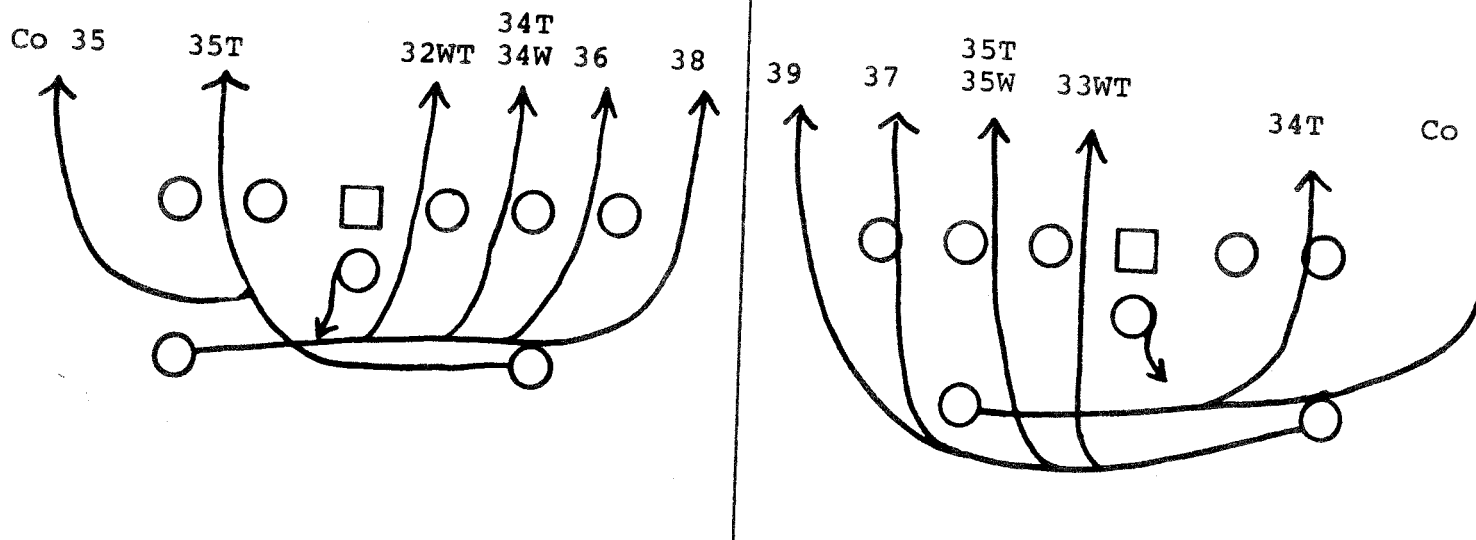


vs. Stack Over



vs. Under





Quarterback

1. Stomach ball on exchange from Center.
2. Open pivot with back to hole and handoff to ball carrier on Flow 32-34-36-38. Fake bootleg action.
3. Flow series may be run to both strong and weak side. Same action applies.

Fullback

1. Follow blocking pattern called (Bill-Bob-Wham-Trap-Pinch).
2. On weakside series you are the ball carrier. Concentrate on blocking pattern for option running.

Halfback

1. Crossover step and sprint to inside leg of hole called. On Flow 38-39 follow on Guard for blocking pattern.
2. On weakside series you are a key blocker (Bill-Bob-Zip, etc.).

Formations

Basic: 2

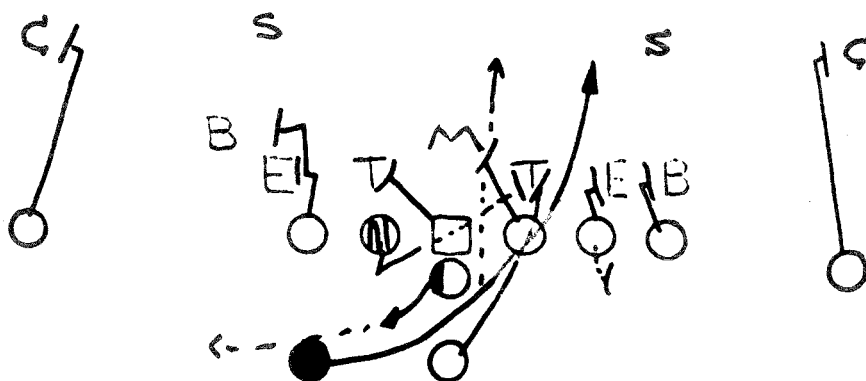
Others: 2 Slot

Blocking

Basic: Wham Trap

Others: Wham

vs. 4.3



Ball Carrier: Crossover step - receive handoff - read def. reaction for break

Back : Wham block on man being trapped -if he disappears - block area.

On Tackle :

On Guard : Normal 2 hole trap blocking rules apply to this play.

Center : " " " " " " " " " " " "

Off Guard : " " " " " " " " " " " "

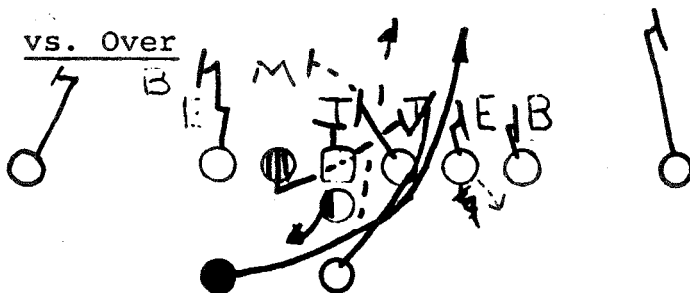
Off Tackle : " " " " " " " " " " " "

T : Explode into SLB - work for inside position - wall-off and sustain

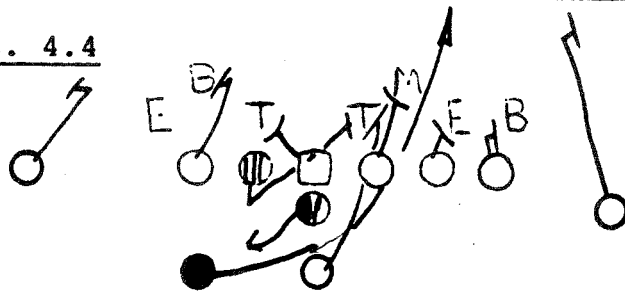
S : Take crack approach - block corner.

Wing : Take crack approach - block corner.

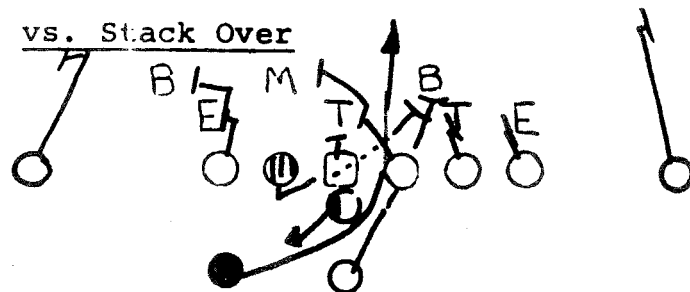
vs. Over



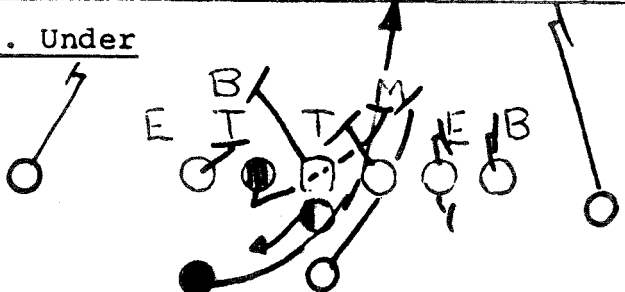
vs. 4.4



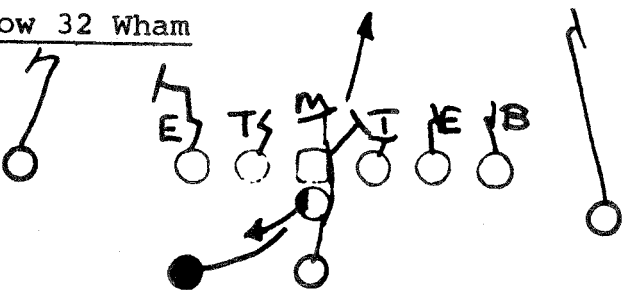
vs. Stack Over

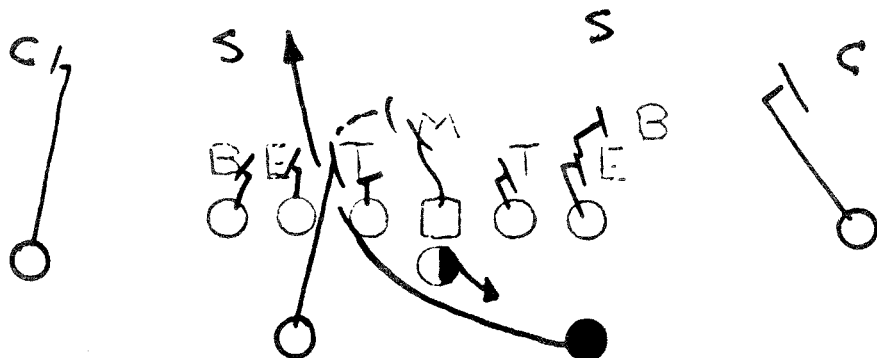


vs. Under



Flow 32 Wham





QB Check-Off:

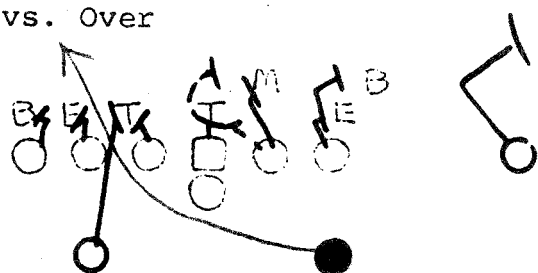
Into:

Out of:

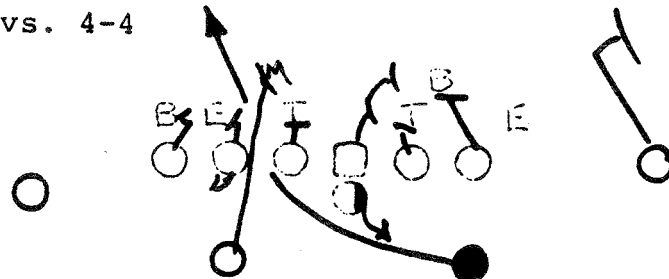
QB Action and Alerts:

Open flat to ball carrier - don't force him deep - continue on bootleg action.

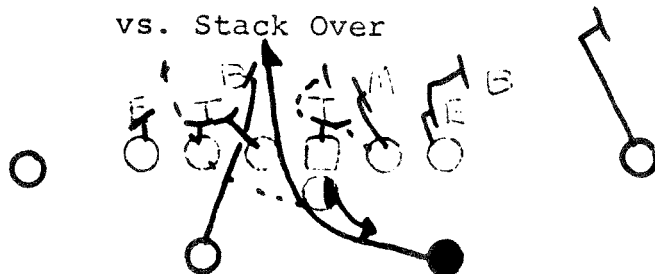
vs. Over



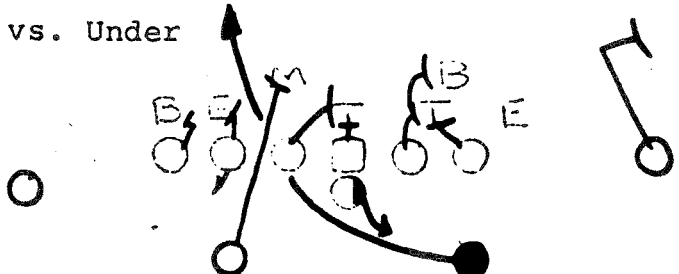
vs. 4-4



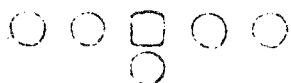
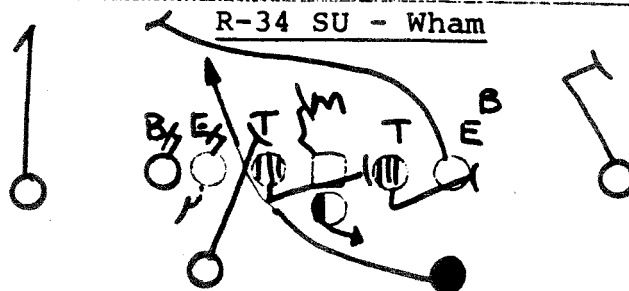
vs. Stack Over



vs. Under



R-34 SU - Wham



Formations

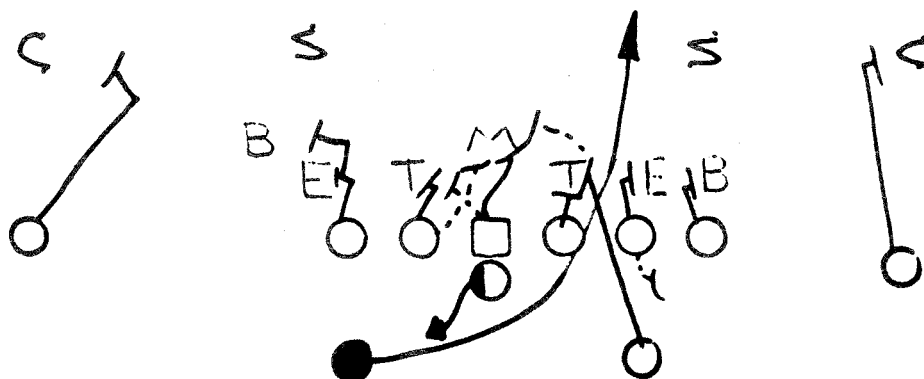
Basic: 6

vs. 4.3

Others: 6 Slot - 0

Blocking

Basic: Wham

Others: Wham - C
Sucker Wham

Ball Carrier: Approach at slanting angle - read blocking and explode into hole.

Back : Drive at outside hip of Guard - Block the area.

On Tackle : Explode into DE - work for inside position - wall-off - possible pass-pro influence.

On Guard : Explode into DT - get movement - sustain block.

Center : Get position on MB quickly - sustain block or run by hole - Possible C block.

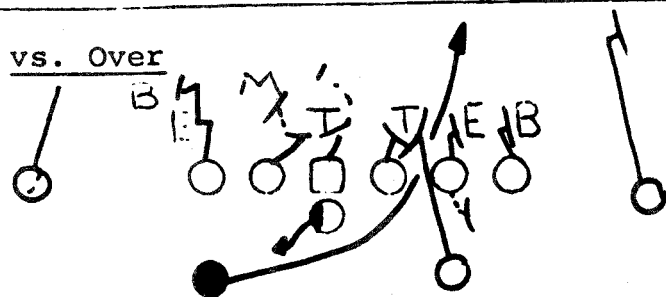
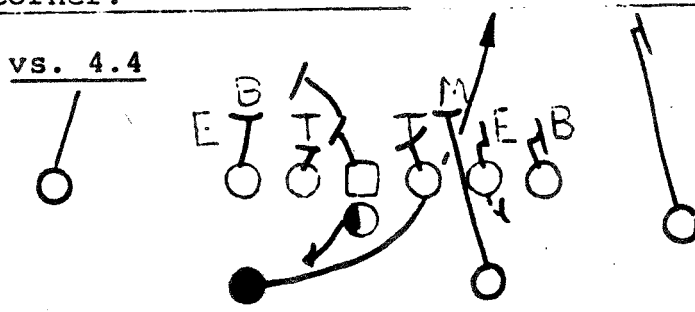
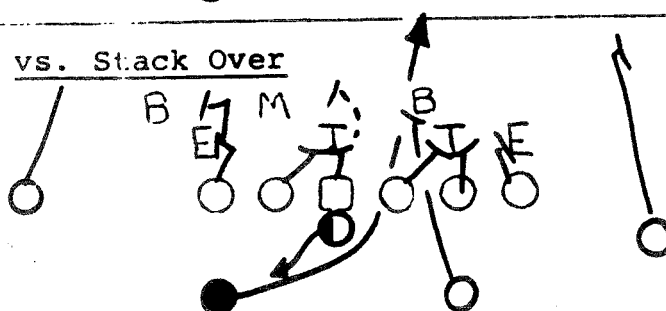
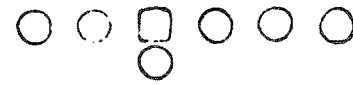
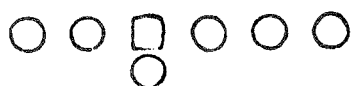
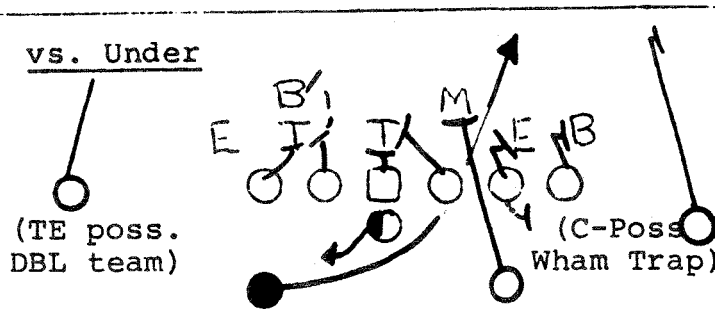
Off Guard : Explode into inside knee of DT - scramble - work for position - possible C block.

Off Tackle : Area block on DE Will.

T : Explode into Sam work for inside position - wall-off - sustain.

S : Crack approach - block Corner.

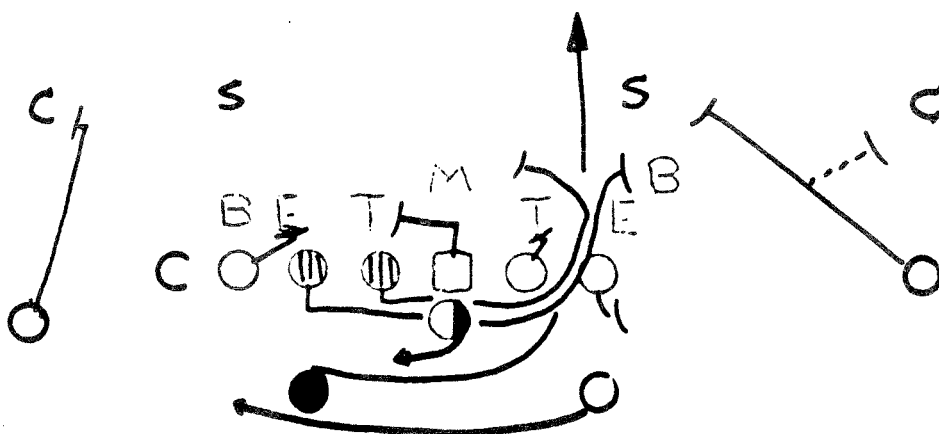
Wing : Crack approach - block Corner.

vs. Overvs. 4.4vs. Stack Overvs. Under

QB Check-Off:

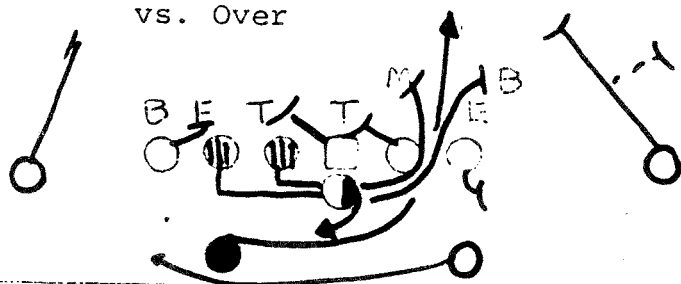
Into:

Out of:

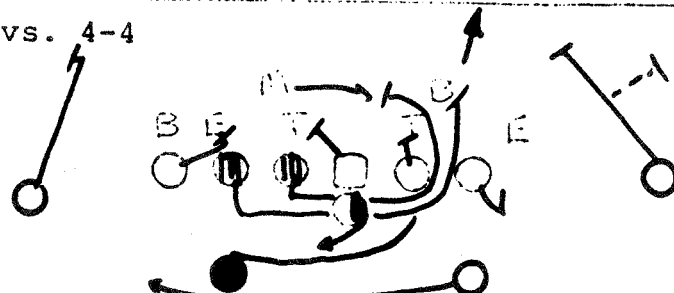


QB. Action and Alerts: Reverse pivot - roll to ball carrier - handoff to inside - continue roll action after handoff.

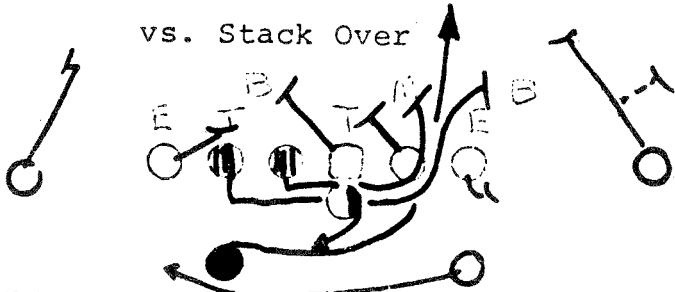
vs. Over



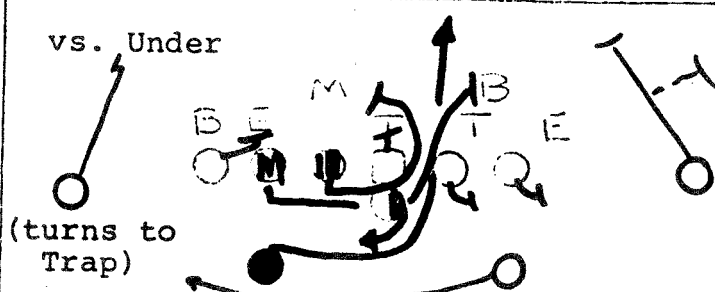
vs. 4-4



vs. Stack Over

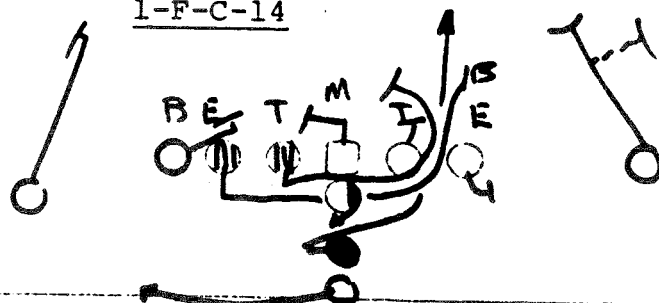


vs. Under



(turns to Trap)

1-F-C-14



Formations

Basic: 6

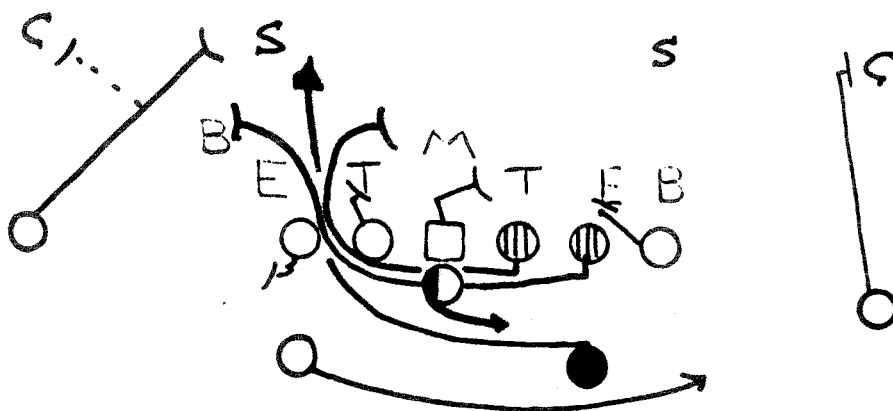
Others: 6 Slot

Blocking

Basic: Solid

Others:

vs. 4.3



Ball Carrier: Short timing step with outside foot - over the top hand
Read blocking for break.

Back : Fake Flow 38 - (all out ball fake).

On Tackle : Pass - Pro Set - Wheel DE out.

On Guard : Key block! Explode into DT - work for outside position sustain.

Center : Block back on DT - sustain.

Off Guard : Pull - Drive into 4-5 hole - pick up Will in hole.

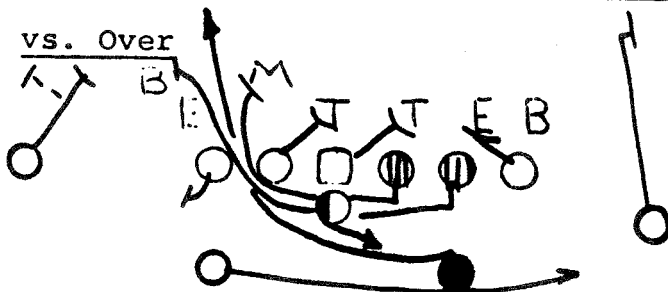
Off Tackle : Pull - Drive into 4-5 hole - Pick up Mike.

T : Block down on DE - wheel - contain him.

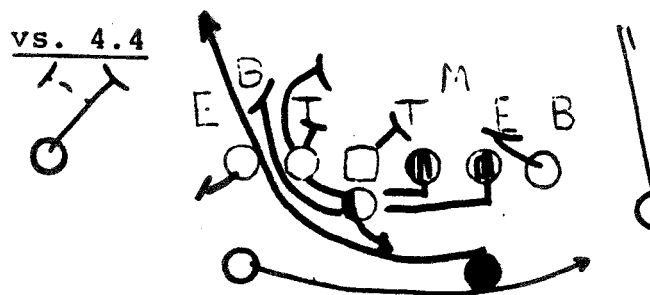
S : Take crack approach - block force man.

Wing : Crack approach - block Corner.

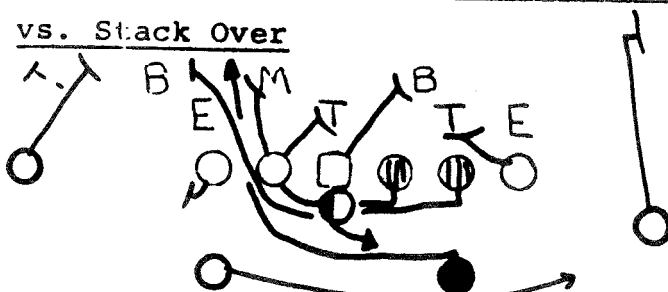
vs. Over



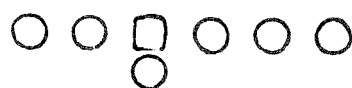
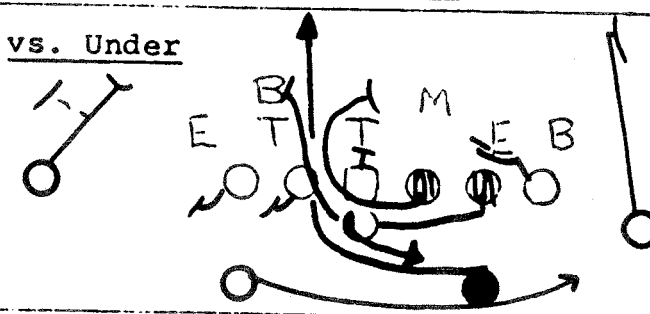
vs. 4.4



vs. Stack Over



vs. Under



Formations

Basic: O

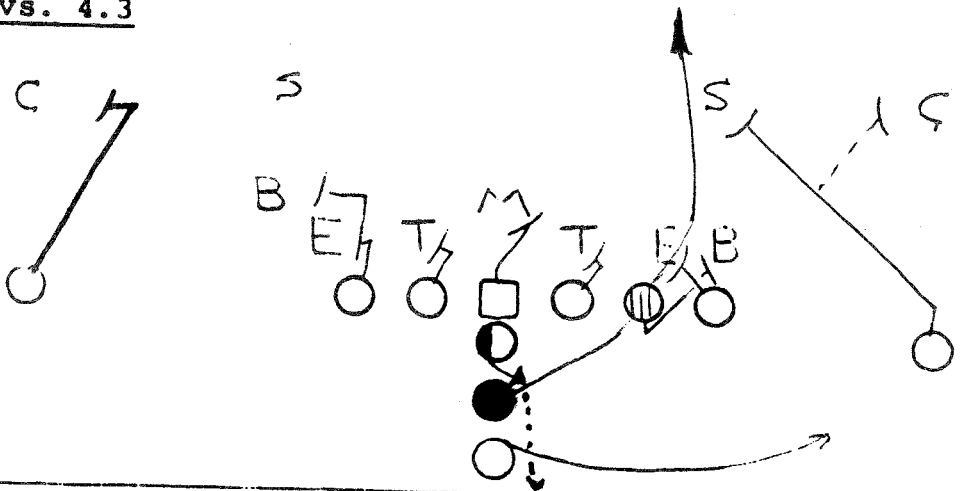
Others: O Slot
8-8 Slot

Blocking

Basic: U

Others: G

vs. 4.3



Ball Carrier: Open - Cross over and roll into hole - Read DE for break.

Back : Fake toss 38 - Carry out fake.

On Tackle : Cross on Sam - Log him in if he closes - Poss. Base Call.

On Guard : Explode into DT - Fight for position - Wall-off and sustain.

Center : Get position on Mike quickly - Sustain - Drive by hole.

Off Guard : Explode into DT - Fight for inside position - Walloff & sustain.

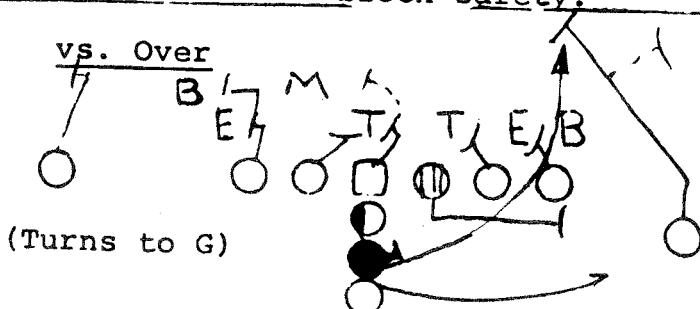
Off Tackle : Area block on DE and Will.

T : Explode down on DE - Wheel him out if he over plays - Possible Base call.

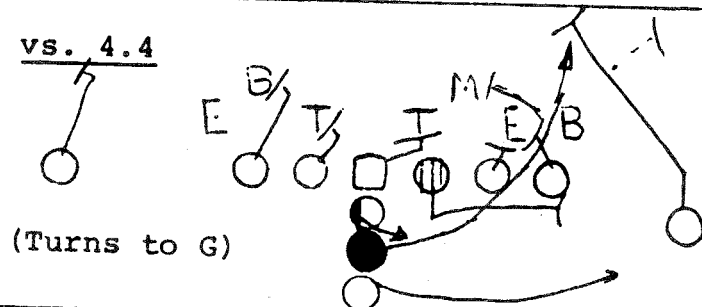
S : Crack approach - Block corner.

Wing : Split to be determined - read approach

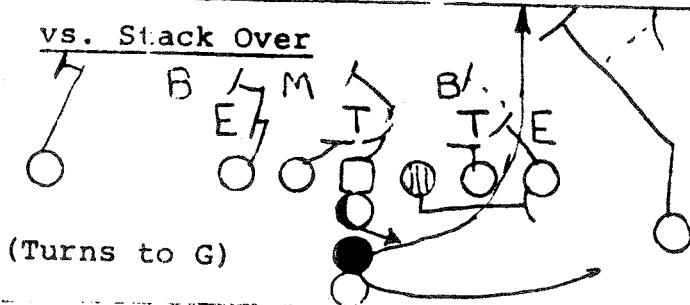
vs. Over



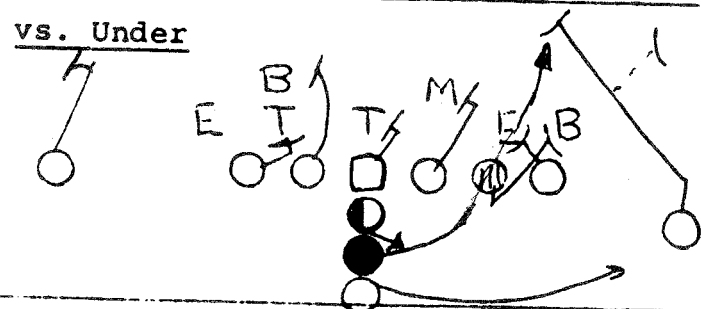
vs. 4.4



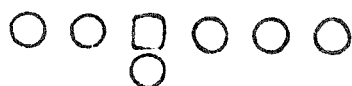
vs. Stack Over

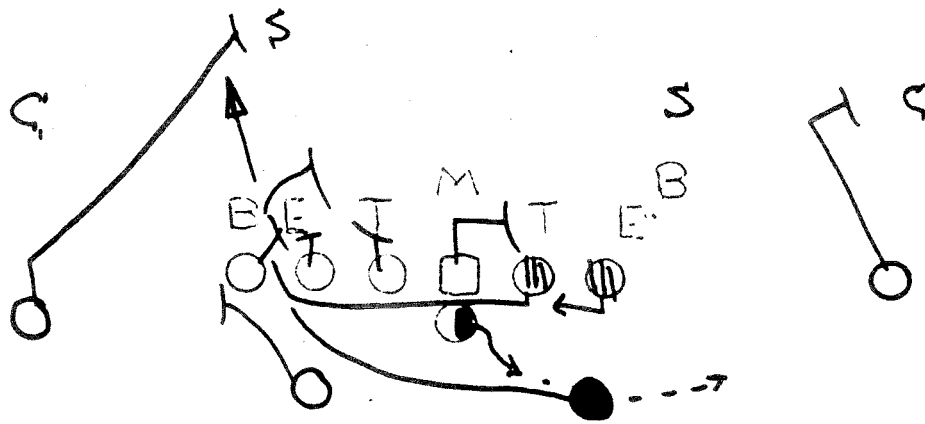


vs. Under



QB REVERSED PIVOT FAKE PASS.





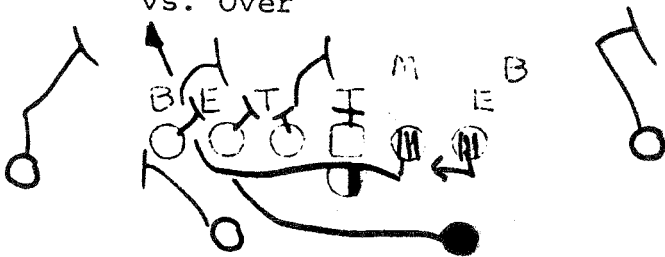
QB Check-Off:

Into:

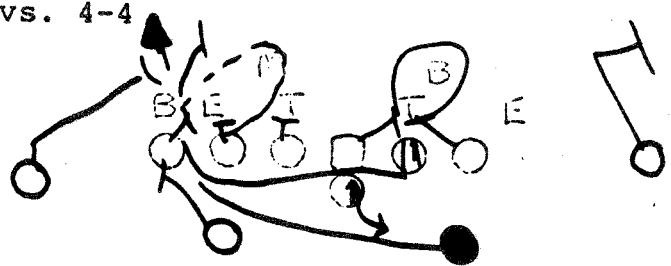
Out of:

QB Action and Alerts: Open to ball carrier - Flat - hand-off - fake bootleg action.

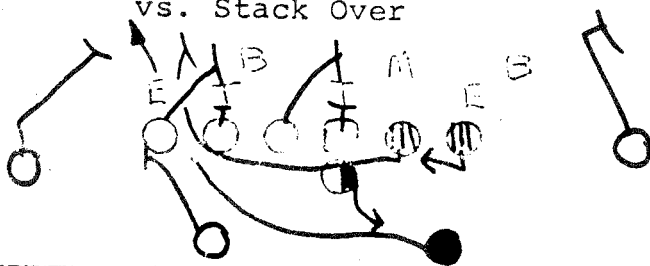
vs. Over



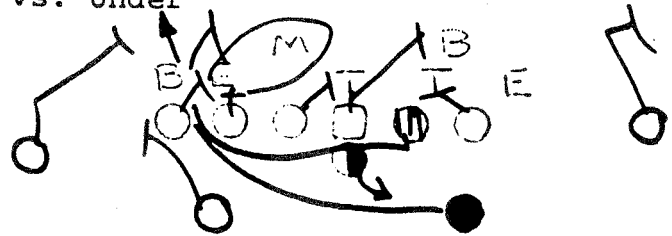
vs. 4-4



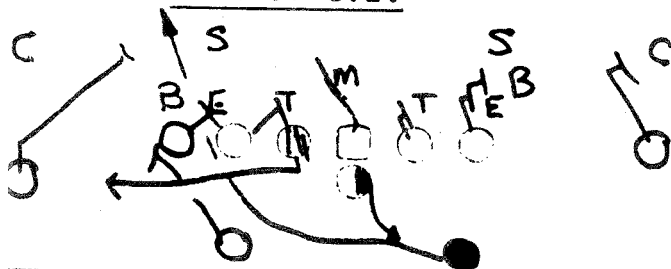
vs. Stack Over



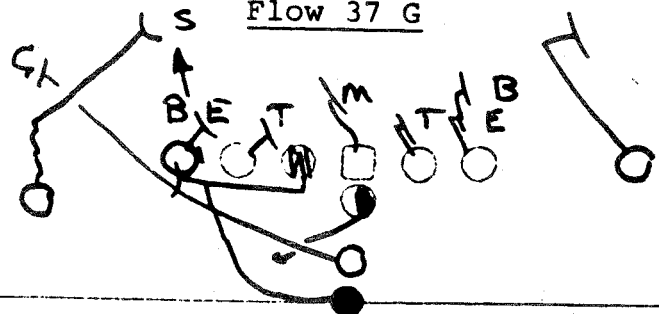
vs. Under



Flow 37 G.I.



Flow 37 G



Formations

Basic: 6

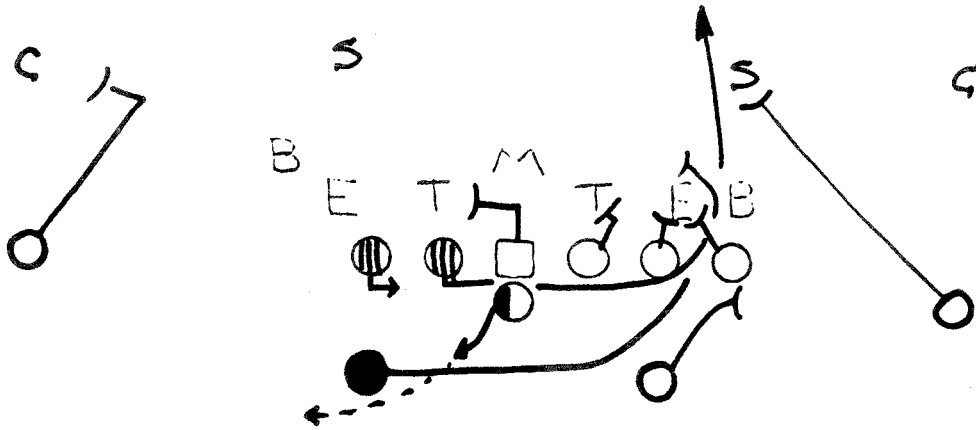
vs. 4.3

Others: 6 Slot

Blocking

Basic: Pinch

Others: Down



Ball Carrier: Crossover step - follow off. Guard for blocking pattern.

Back : Inside out approach on Sam - Stick face in numbers - kick-out.

On Tackle : Explode into DE - double with TE - heads up for down call

On Guard : Explode into DT - scramble for outside knee - wall-off - sustain.

Center : Step toward Mike and seal back on DT.

Off Guard : Pull - Lead thru 6-7 hole - turn inside for Mike.

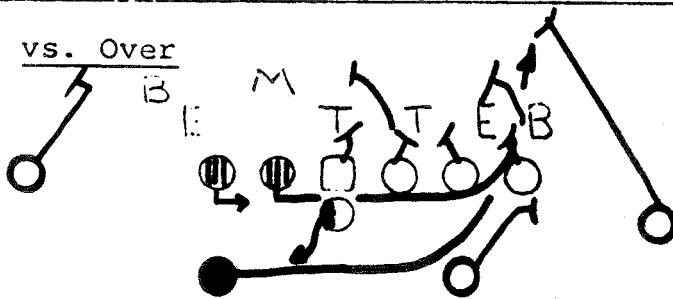
Off Tackle : Pull - lead thru middle - pick up 1st man.

T : Explode into DE - double with OT - heads up for down call heads up for you-me call.

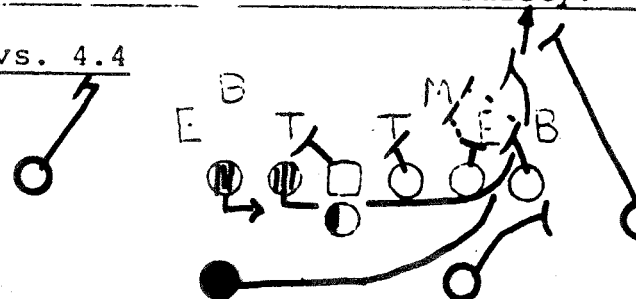
S : Crack approach - block Corner.

Wing : Split will be determined - take read approach - block Safety.

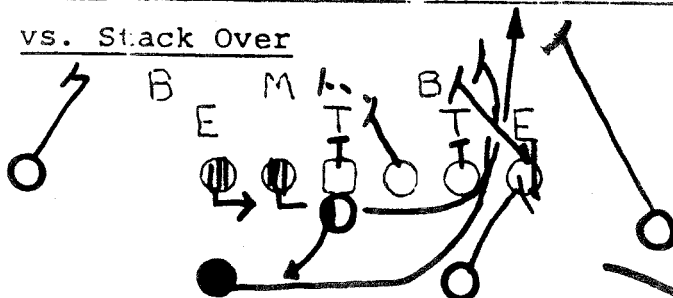
vs. Over



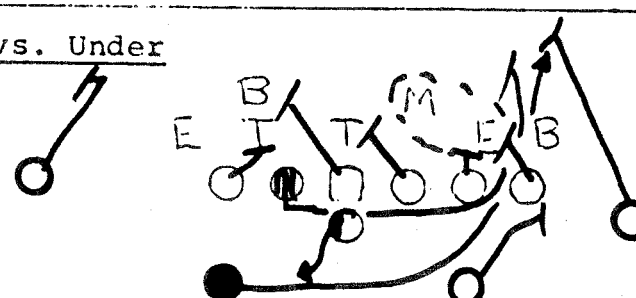
vs. 4.4



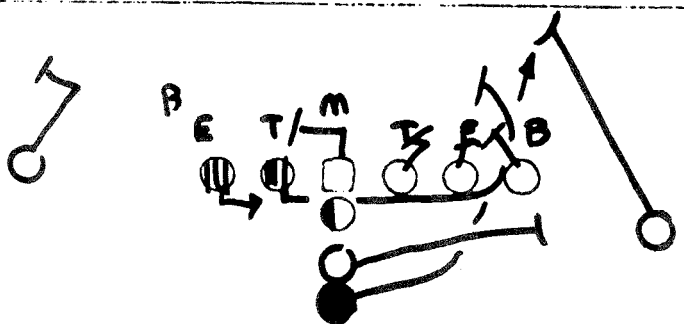
vs. Stack Over



vs. Under



vs. Stack-Over-Wide



(T-Possible Pass Influence)

Formations

Basic: 6

Others: 6 Slot

Blocking

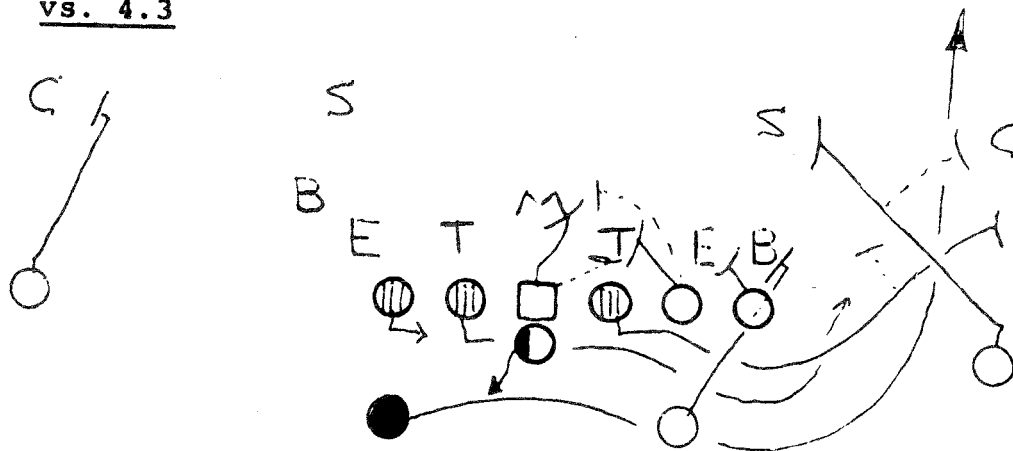
Basic: Bob

Others: Bill

F-39 Bill-Crack

F-38 Bill-E-FL-CR

vs. 4.3



Ball Carrier: Crossover step and sprint for on guard - read him for blocking pattern. Get wide quickly- key blocking for break.

Back : Drive at outside knee of Sam - cut if possible - if he skates - butt block and sustain.

On Tackle : Block down on DT - Reverse shoulder good - Possible odd-even

On Guard : Pull - clear blocking backs path - kick out on corner - call reverse body.

Center : Sprint for position on Mike - Cut down or run with him - Possible odd or even call.

Off Guard : Pull - Sprint - Key blocking ahead of you for lead block.

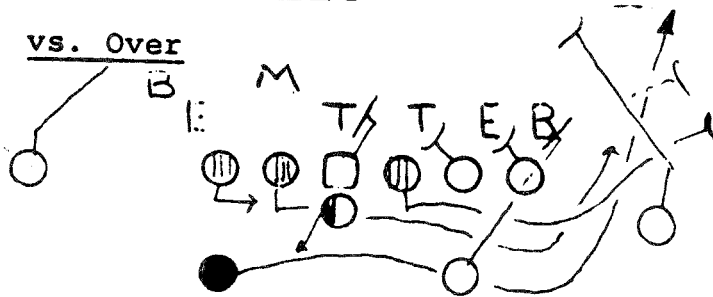
Off Tackle : Pull - Block 1st off - color - none - lead play - Possible stay call

T : Block down on DE - Reverse shoulder good - Scramble and sustain.

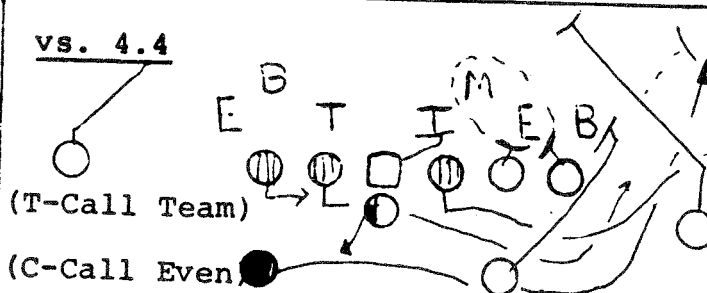
S : Crack approach - block corner.

Wing : Split will be determined - Read approach - block S. Safety

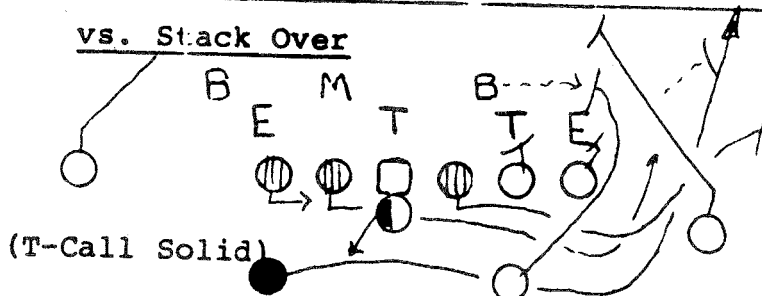
vs. Over



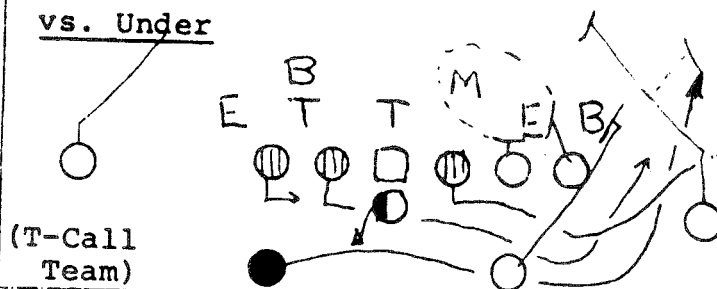
vs. 4.4



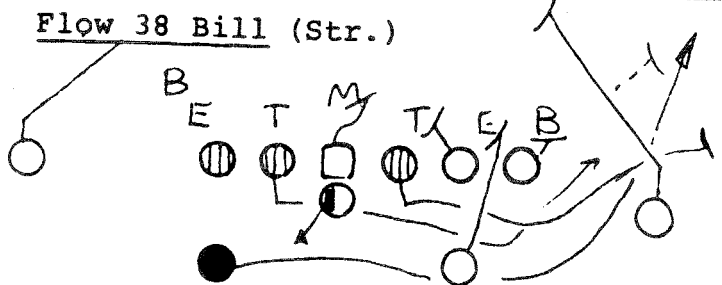
vs. Stack Over



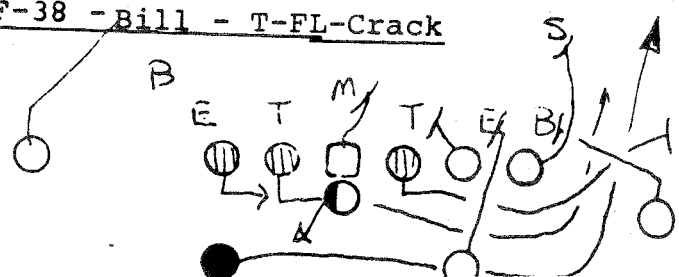
vs. Under

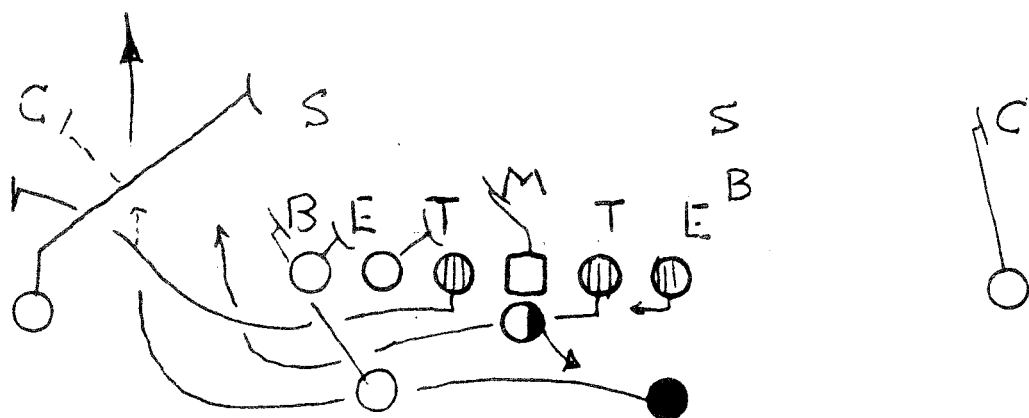


Flow 38 Bill (Str.)



F-38 - Bill - T-FL-Crack



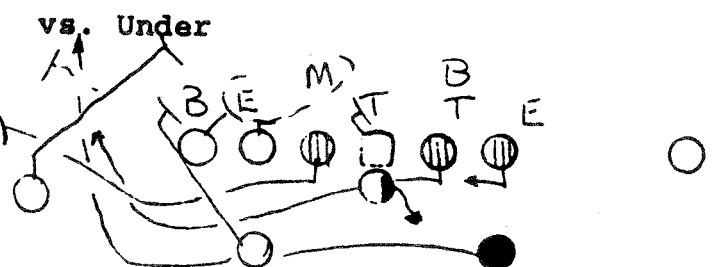
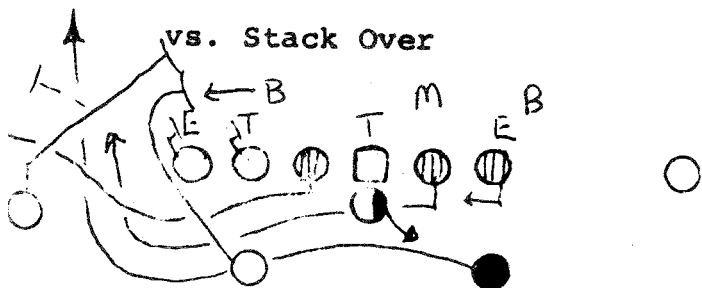
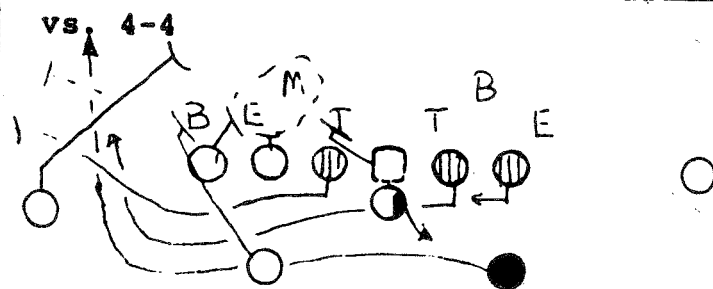
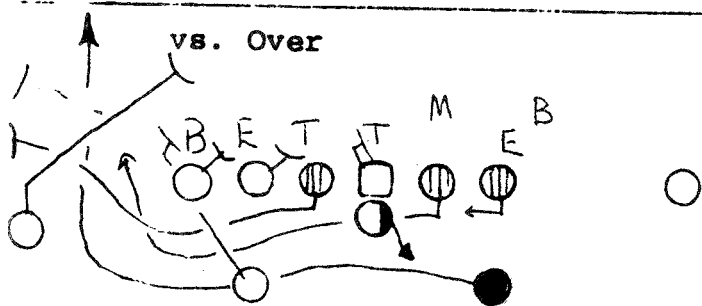


QB Check-Off:

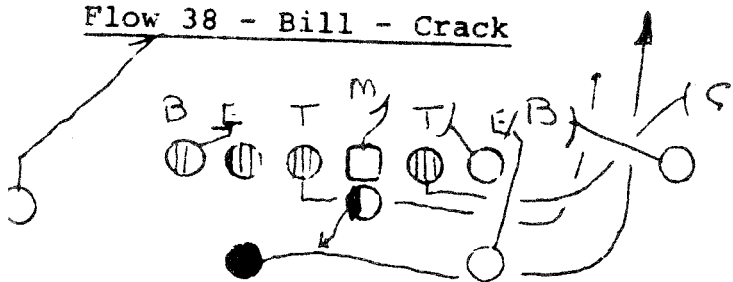
Into:

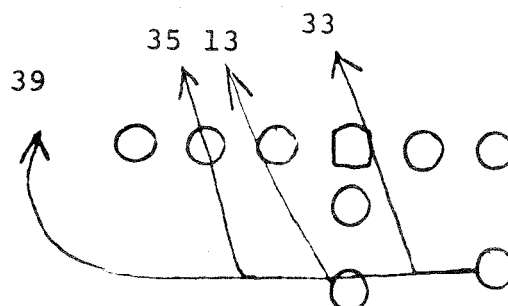
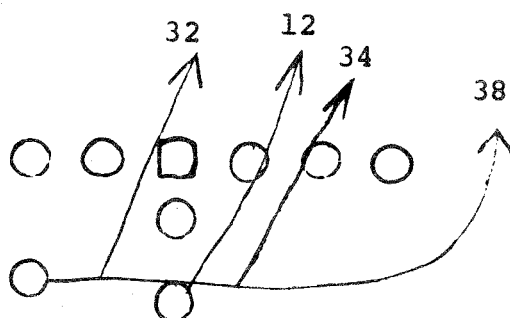
Out of:

QB Action and Alerts: Open up to ball carrier - Get ball to him quickly - Fake boot-leg action.
(Example: Flow 338)



Flow 38 - Bill - Crack





Quarterback

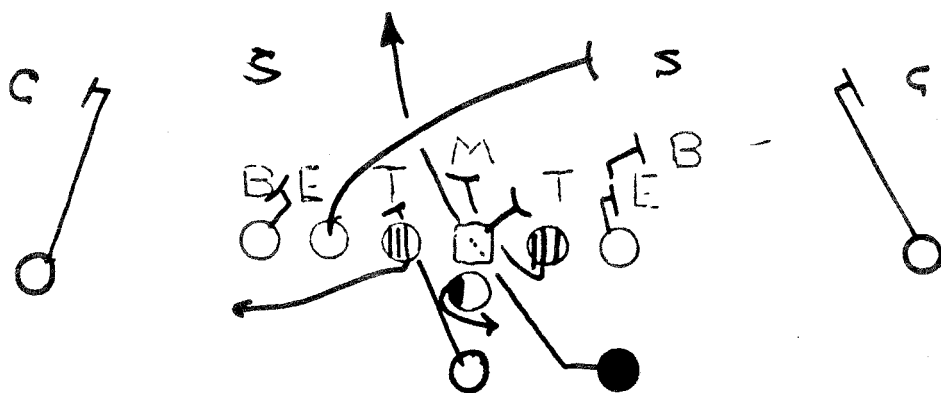
1. Stomach ball on exchange from Center.
2. One step open pivot and fake or give FB.
3. On R12-13 open pivot and give to FB.
4. On R32-33 open pivot to FB. Fake R12-13 and handback to Halfback hitting over the center area.
5. On R34-35 quick fake to FB. Continue open, reverse pivot and handoff to Halfback into 4 and 5 hole.
6. On R38-39 quick fake to FB and handoff to HB going wide. Continue back and fake drop back pass.

Fullback

1. Sprint for onside Guard on R12-13. You will carry the football. Be alert to cut off Guard's block.
2. On Ride 32-33-34-35 fake into 2 and 3 hole looking for DT Mike or Sam
3. On R38-39 sprint for onside Guard spot and team block with Center on DT and Mac - Onside Guard will be pulling so you must be ready to cut DT or follow and block Mike to Sam.

Halfback

1. On R12-13 - crossover step and carry out wide fake.
2. On R32-33 quick jab step and receive handback handoff from QB hitting hard over center area.
3. On R34-35 - crossover step and receive handoff from QB hitting into the 4 and 5 hole. Watch FB's block.
4. On R38-39 - crossover step going wide and follow onside Guard into 8 and 9 hole.

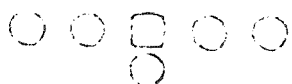
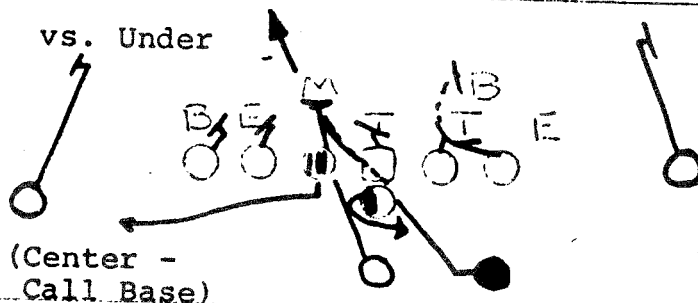
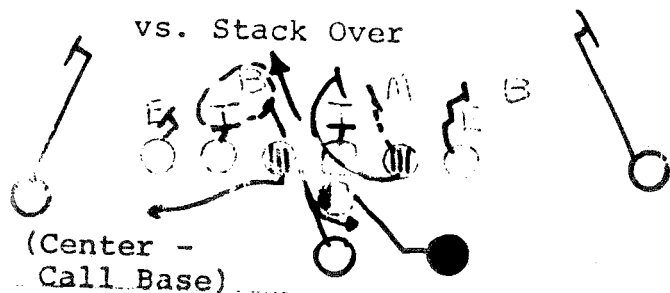
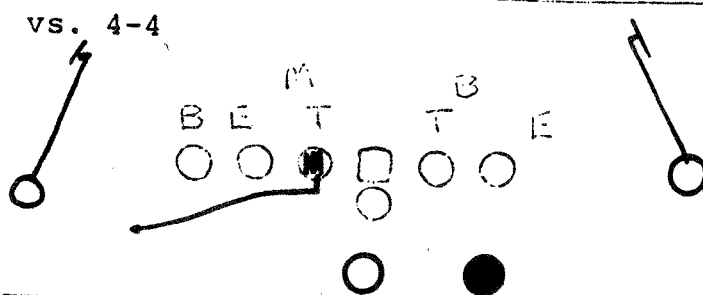
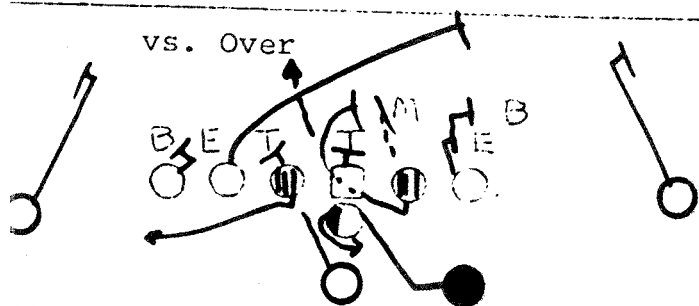


QB Check-Off:

Into:

Out of:

QB Action and Alerts: Quick reverse pivot and hand-back to ball carrier - will have to reach on base block - better vs. 4-3 - be alert for check-off. Continue on play-action fake. (Example: R-132-133).



Formations

Basic: 2

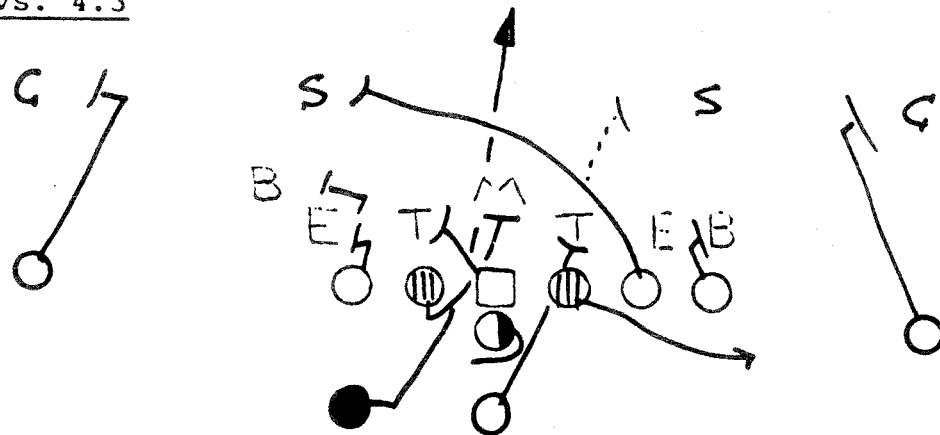
Others: 2 Slot

Blocking

Basic: C

Others: Base

vs. 4.3



Ball Carrier: Lead - step - roll - to outside leg of Center - Read C block for cut - Alert for base call.

Back : Block 1st man inside your offensive tackle.

On Tackle : Release inside and take most dangerous safety - (note exceptions).

On Guard : Pull - fake Ride 38-39.

Center : Explode into DE - widen hole - get feet under you - Possible base call.

Off Guard : Short drop-step - clear Center - dip and block Mac. Possible base call.

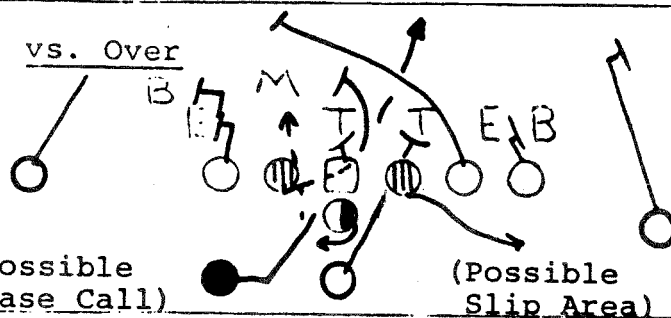
Off Tackle : Area block DE or Wall.

T : Work for inside position - walloff and sustain.

S : Crack approach - block C.

Wing : Crack approach - block C.

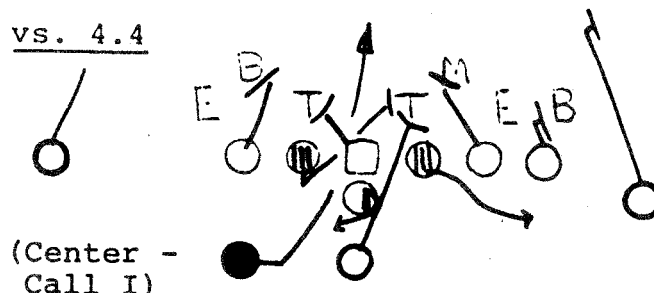
vs. Over



(Possible Base Call)

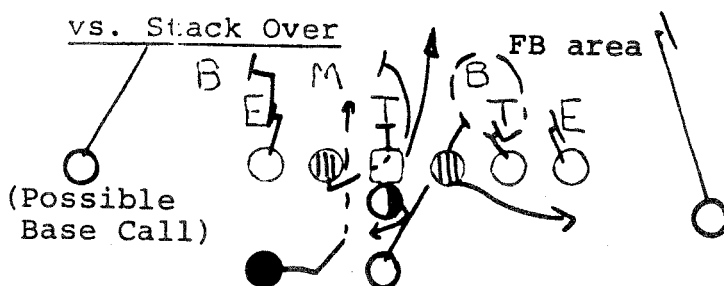
(Possible Slip Area)

vs. 4.4



(Center - Call I)

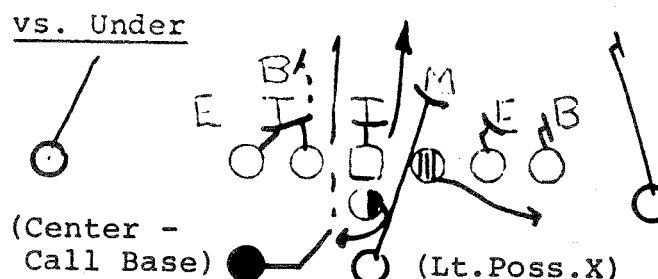
vs. Stack Over



(Possible Base Call)

FB area

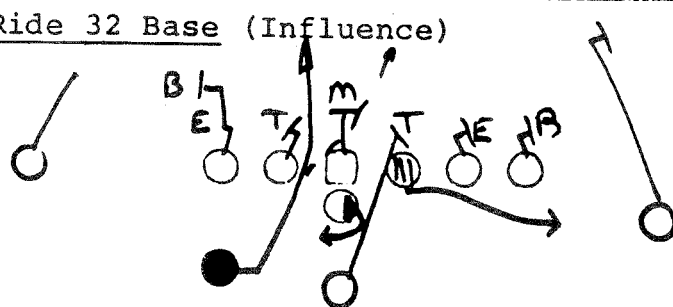
vs. Under



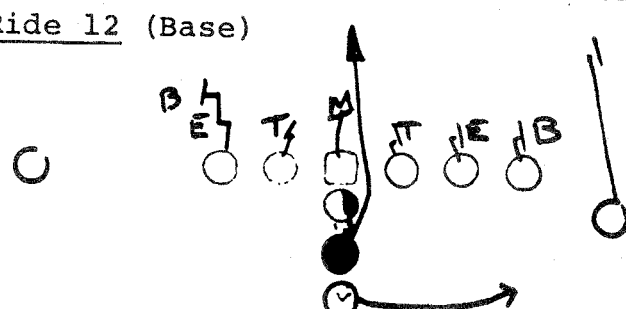
(Center - Call Base)

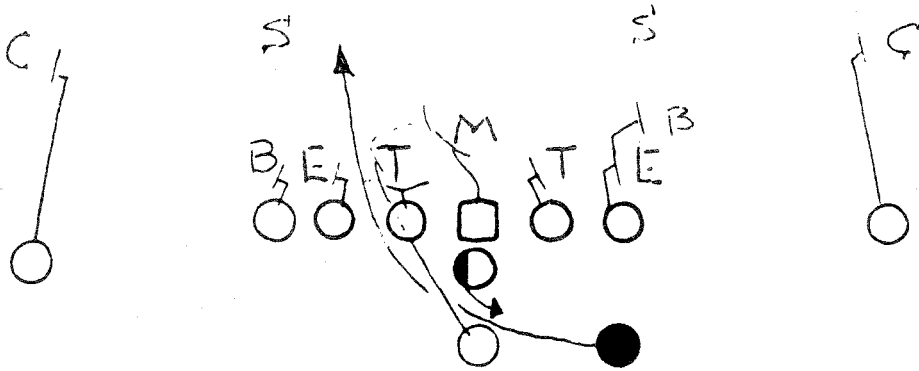
(Lt. Poss. X)

Ride 32 Base (Influence)



Ride 12 (Base)





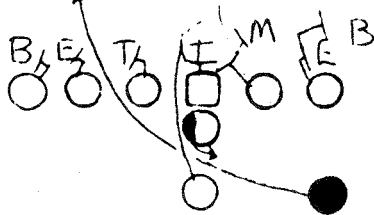
QB Check-Off:

Into:

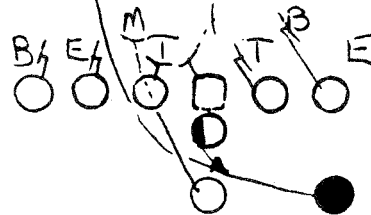
Out of:

QB Action and Alerts: Front out to FB - Handoff to ball carrier - Don't force Back deep!!

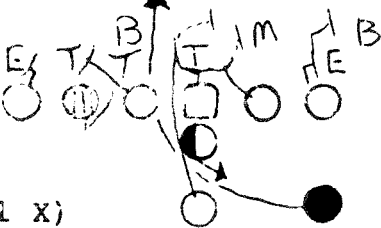
vs. Over



vs. 4-4

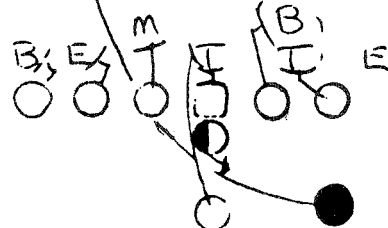


vs. Stack Over

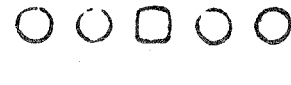
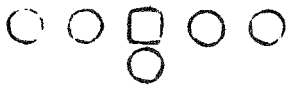


(T - Call X)

vs. Under



(Base Call)



Formations

Basic: 2

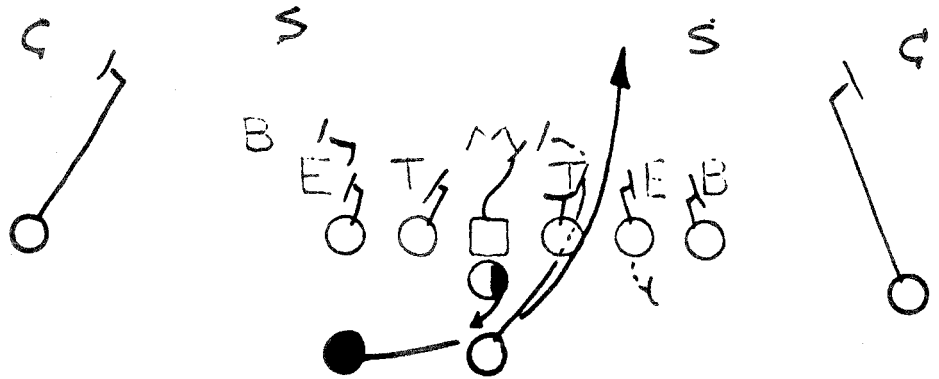
vs. 4.3

Others: 2 Slot - 0

Blocking

Basic: Base

Others: G - C



Ball Carrier: Quick burst into hole - Follow lead back for break.

Back : Drive at outside hip of Guard - Block the area.

On Tackle : Explode into DE- Maintain inside position- Walloff-Sustain

On Guard : Explode into DT - Get Movement - Walloff - Sustain

Center : Get position on Mike quickly - Dip - Explode into block.

Off Guard : Explode into DT - Work for inside position-Walloff-Sustain

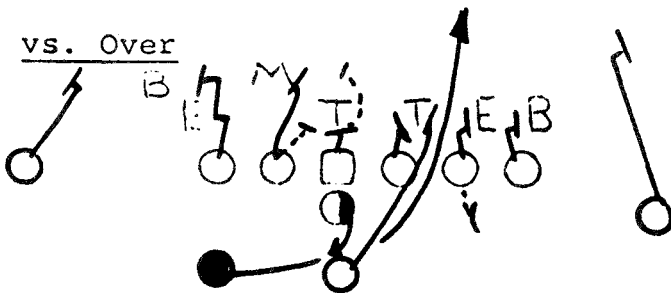
Off Tackle : Area block on DE and Will.

T : Go for inside position. (Use C.O. step - Tie up inside arm

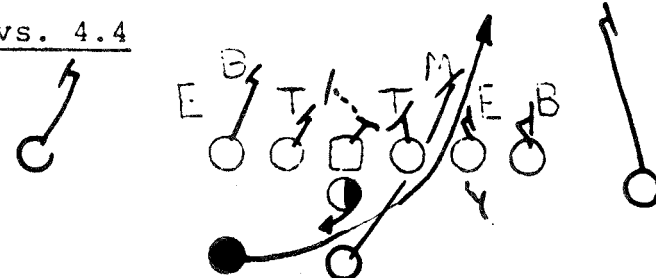
S : Crack approach - Block corner.

Wing : Crack approach - Block corner.

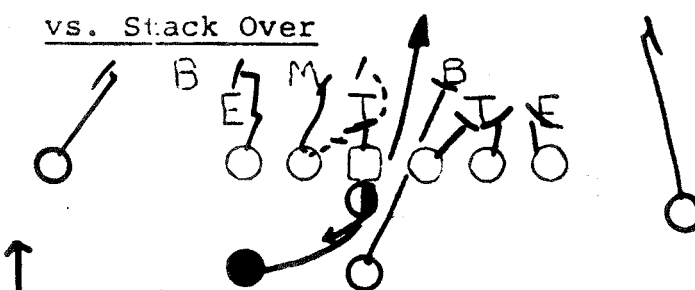
vs. Over



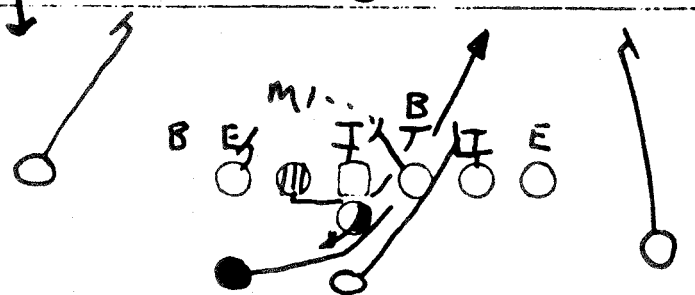
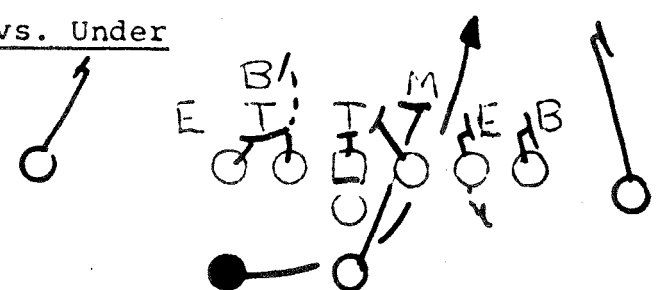
vs. 4.4



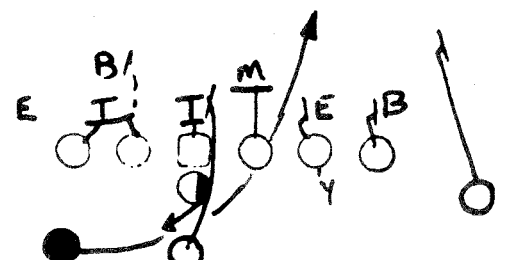
vs. Stack Over

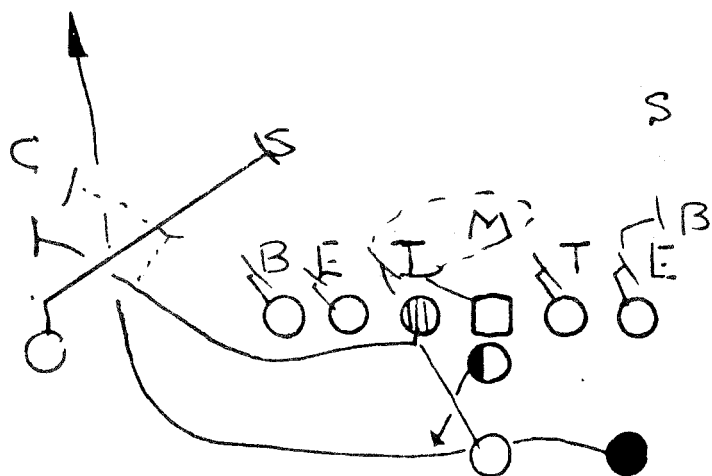


vs. Under



(Base Call)





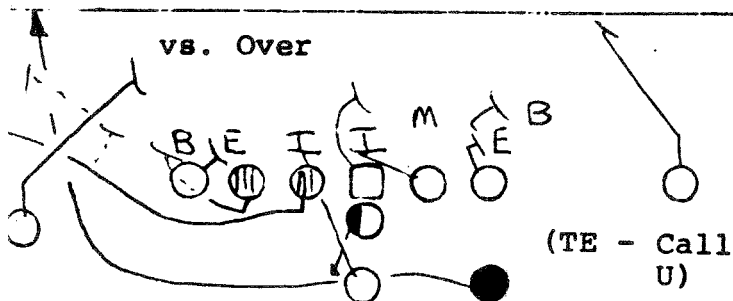
QB Check-Off:

Into:

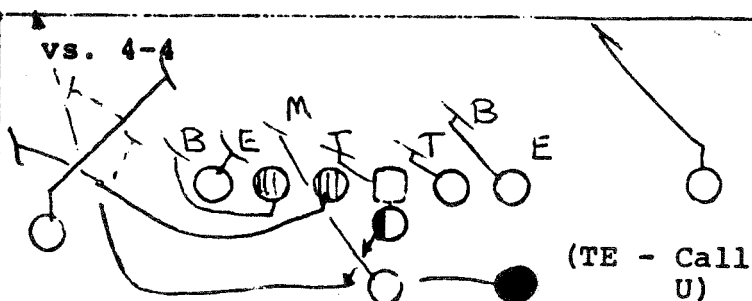
Out of:

QB Action and Alerts: Front out to the FB - Reach quickly to the ball carrier for handoff.
(Exception: If in 0 or 1 - Reverse pivot and toss!)

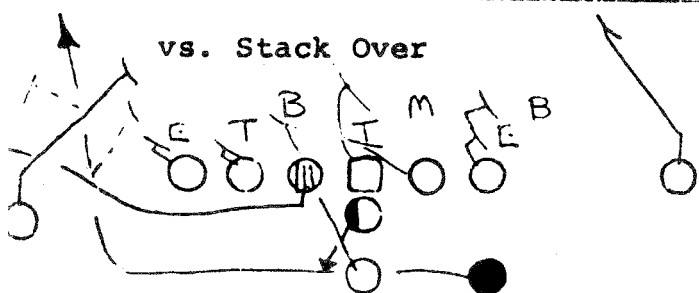
vs. Over



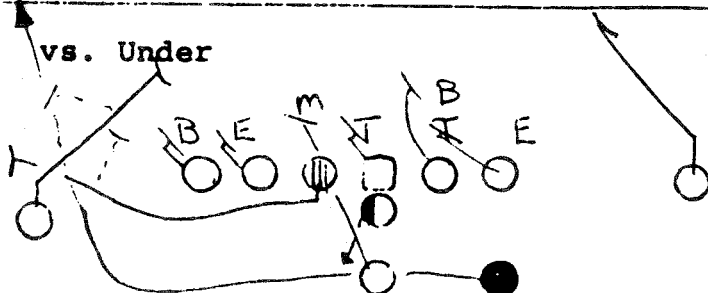
vs. 4-4



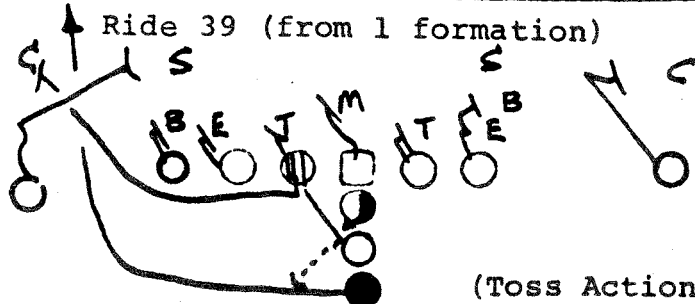
vs. Stack Over



vs. Under



Ride 39 (from 1 formation)



Formations

Basic: 2

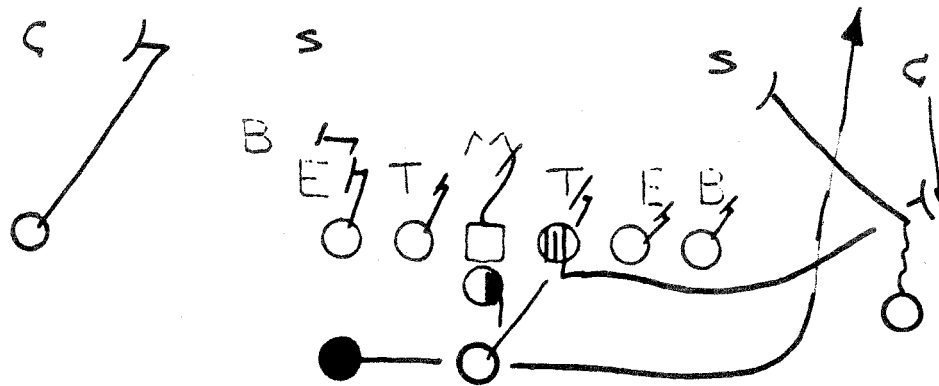
Others: 9 Slot - 0
1 Slot

Blocking

Basic:

Others:

vs. 4.3



Ball Carrier: Use Crossover step on outside Guard- read his block for cut get wide quickly - if U called by T - think inside.

Back : You and Center responsible for DT and MLB (or Sam on Stack Over).

On Tackle : Explode into DE - work for outside position - walloff - contain - possible U call (you will call U).

On Guard : Pull - sprint and block corner.

Center : You and blocking back responsible for DT and Mike.

Off Guard : Explode to inside knee of DT - scramble and contain.

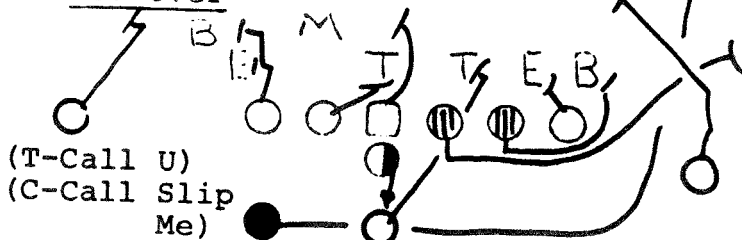
Off Tackle : Area block on DE and Will.

T : Explode into Sam - work for outside position - walloff - contain - possible U block.

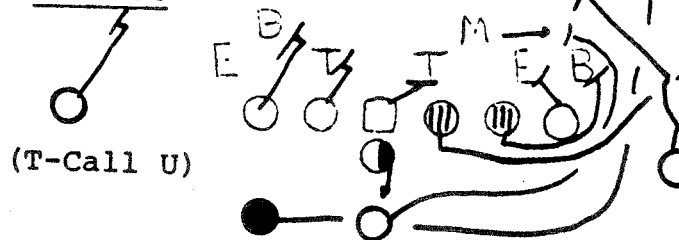
S : Crack approach and block Corner.

Wing : Split to be determined - read approach - bump and force C out. Block Safety.

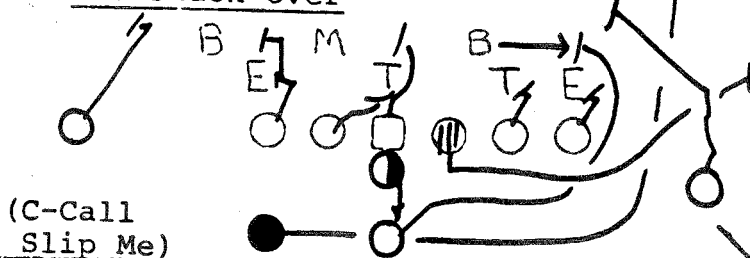
vs. Over



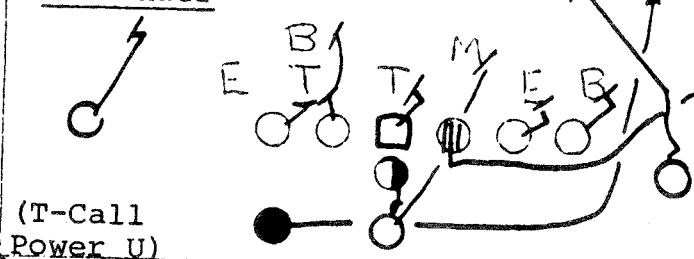
vs. 4.4



vs. Stack Over



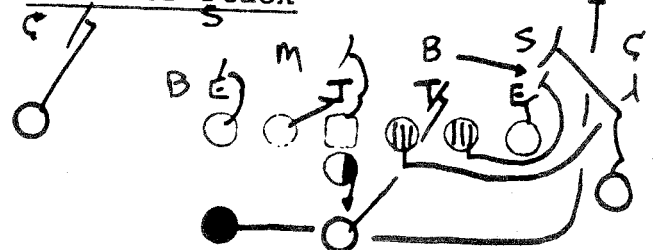
vs. Under

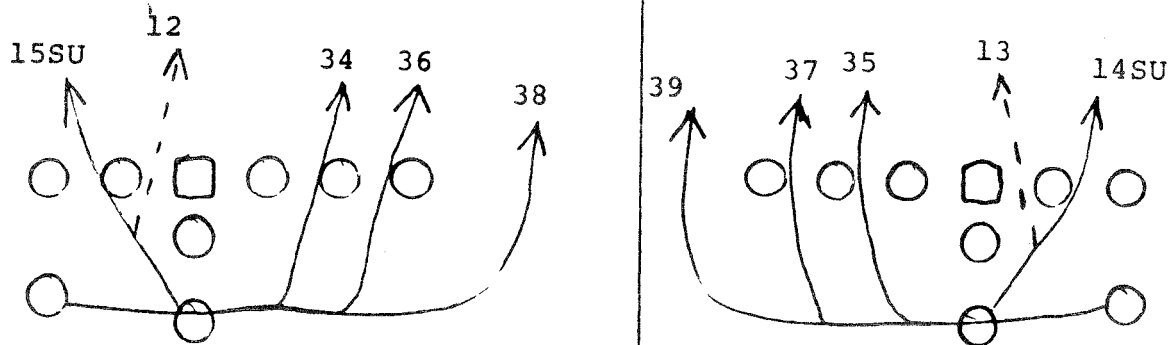


Ride 38 (O Formation) (Toss)



vs. Over Stack





Quarterback - Plunge Series - Open Pivot

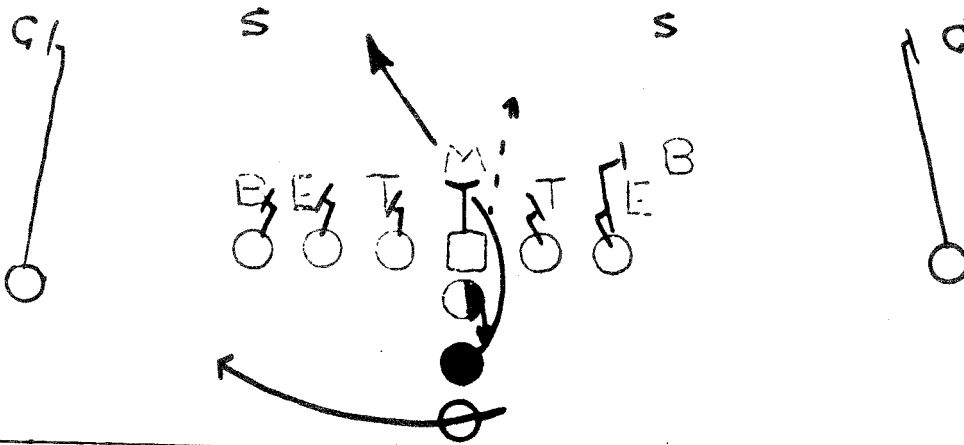
1. Stomach the ball as you take it from Center.
2. On Sucker Trap - 14-15, P12-13, hand ball to FB. Look ball into FB's belt buckle. Sucker Trap 14-15 may hit a little wider.
3. Continue back and fake handoff to HB with slight hand and head action and fake drop back pass.
4. On HB carries, use same action faking to FB and handoff to HB, continue and fake drop back pass. Can call quick and handoff to HB underneath.
5. Look ball into the belt buckle.

Fullback

1. Sprint spot is QB's left or right foot; from that spot either run Sucker Trap - 14-15, P12-13.
2. Block offside # one man on all HB carries.
3. You will carry the ball on Sucker Trap - 14-15 and P12-13.

Halfback

1. Sprint wide with crossover step on all HB carries or fakes.
2. Sprint spot on Plunge 34-35 and 36-37 is one yard behind L.O.S. and inside leg at hole called.
3. On 38-39 make a Jab fake and swing wide - if in 0 or 1 formation.
4. On all FB carries carry out good fake over 4 or 5 hole!!



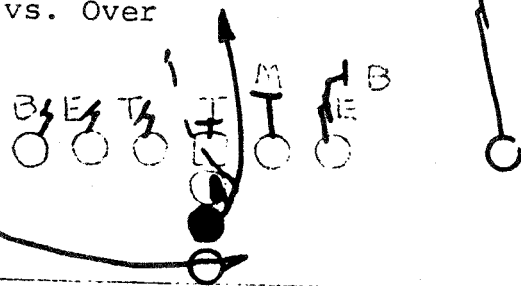
QB Check-Off:

Into:

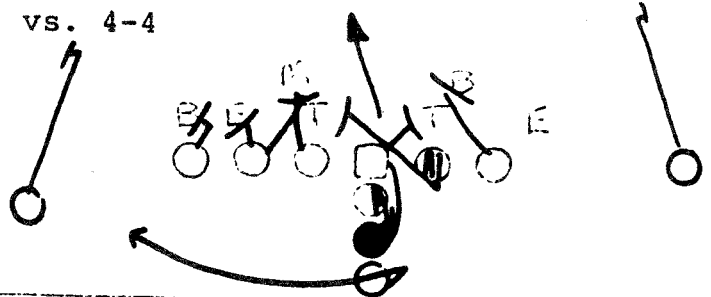
Out of:

QB Action and Alerts: Open to ball carrier - get ball deep as quickly as possible.
Continue play-action fake.
(Example: P-112-113)

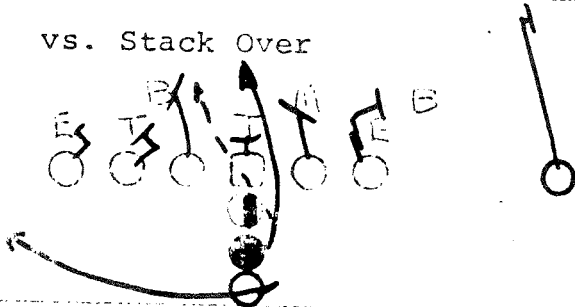
vs. Over



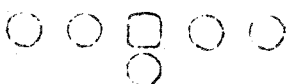
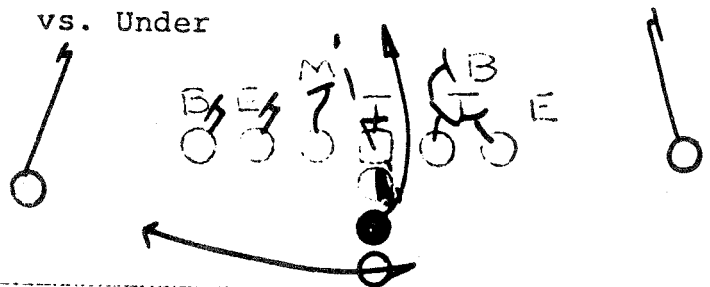
vs. 4-4



vs. Stack Over



vs. Under



Formations

Basic: 0

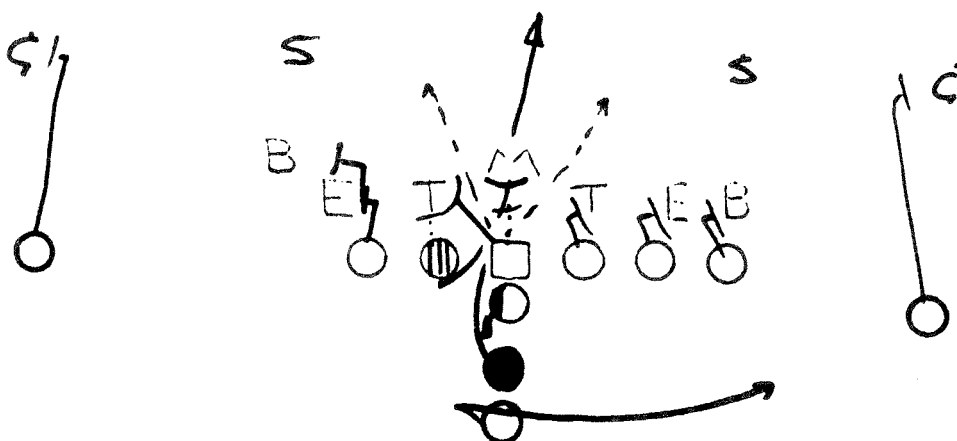
Others: 0 Slot
2-2 Up

Blocking

Basic: Base

Others: (C) - (Trap)

vs. 4.3



Ball Carrier: Cross-over step - aim for near foot of Center - Explode
into hole - read base block - alert for C call.

Back : Jab step - get width - carry out P-38- P-39 fake.

On Tackle : Explode into DE - get inside position - walloff & sustain

On Guard : Explode into DT - get inside position - wall off & sustain

Center : Dip - get under MLB's pads - sustain! Possible C call.

Off Guard : Explode into DT - get inside position - wall off & sustain

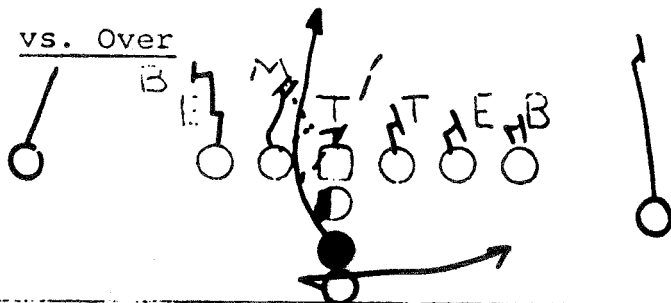
Off Tackle : Area block on DE - WLB.

T : Work for inside position - tie up inside arm - sustain.

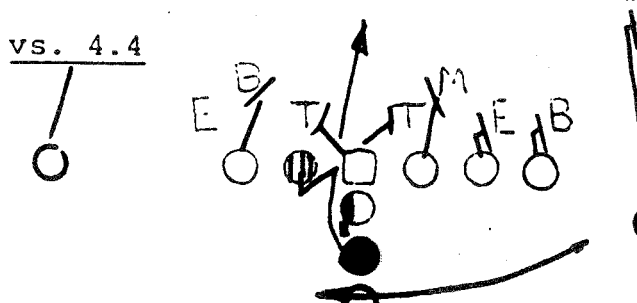
S : Crack approach - block corner.

Wing : Crack approach - block corner.

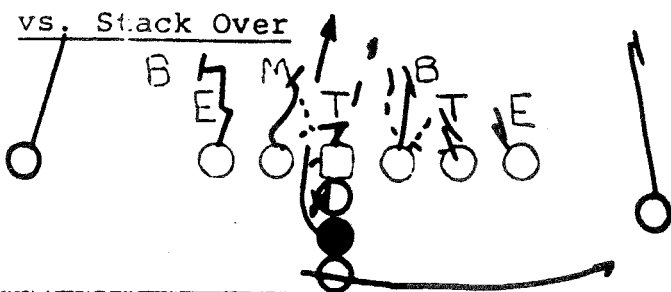
vs. Over



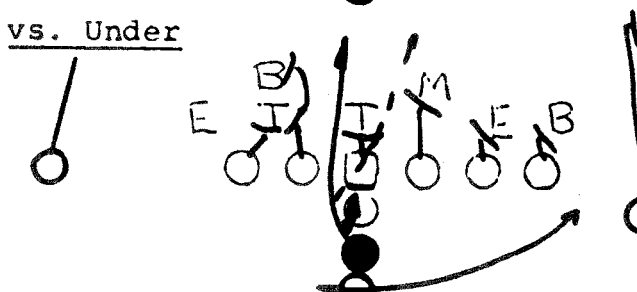
VS. 4.4



vs. Stack Over



vs. Under



Formations

Basic: 2

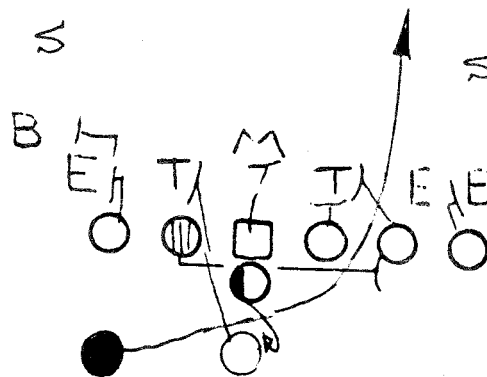
Others: 6 Slot
0-1 Slot

Blocking

Basic: Trap

Others:

vs. 4.3



Ball Carrier: Lead - step - take underneath handoff - Read blocking for break.

Back : Fill - Block off of Pulling Guard.

On Tackle : Double with OG on DT - Get movement!

On Guard : Double with OT on DT - Get movement!

Center : Explode into Mike - Cut him down or ride him by the hole.

Off Guard : Pull - Trap DE from inside out.

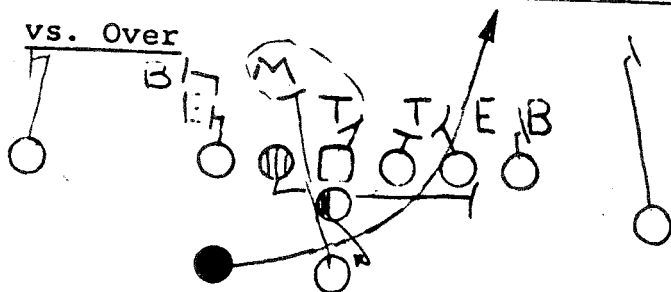
Off Tackle : Area block on DE and Will.

T : Explode into Sam - Work for inside position - Walloff and sustain.

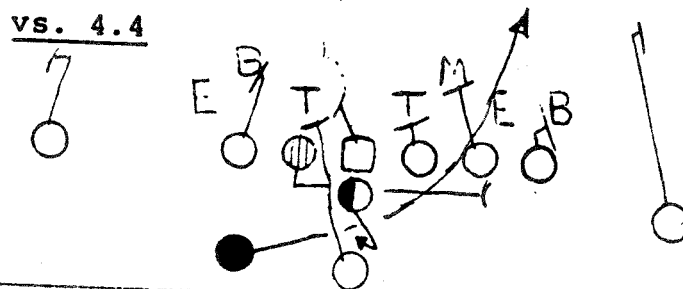
S : Crack approach - block Corner.

Wing : Crack approach - block Corner.

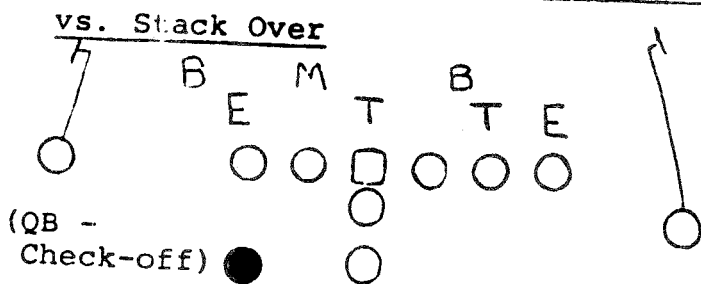
vs. Over



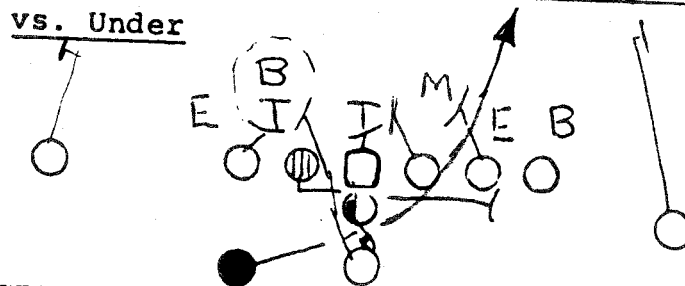
vs. 4.4



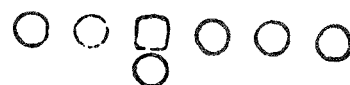
vs. Stack Over



vs. Under



QB will CHECK-OFF (AUDIBILIZE)
VS. OVER STACK.
[ANY MEAN SAME AS "STACK OVER"]



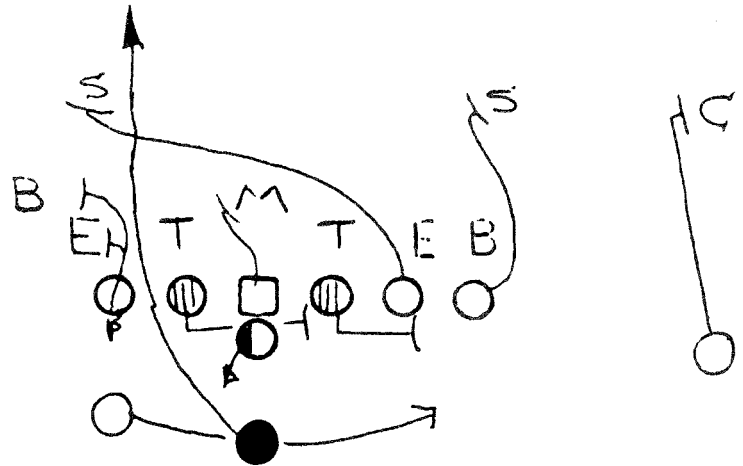
Formations

Basic: 2

Others: 8-9 Slot
0-1 SlotBlocking

Basic: Sucker Trap

Others: Sucker Wham

vs. 4.3

Ball Carrier: Explode into hole - Aim for inside hip of OT!

Back : Carry out - Plunge fake - If Sucker Wham is called, block DT

On Tackle : Area block on DE and Will.

On Guard : Short trap on DT.

Center : Aim for outside knee of Mike Key block - Make it!

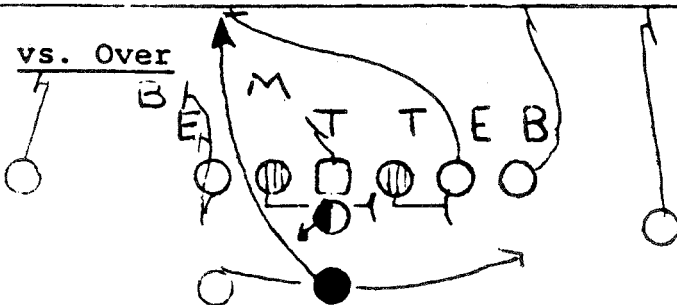
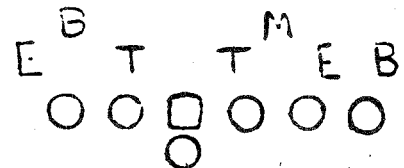
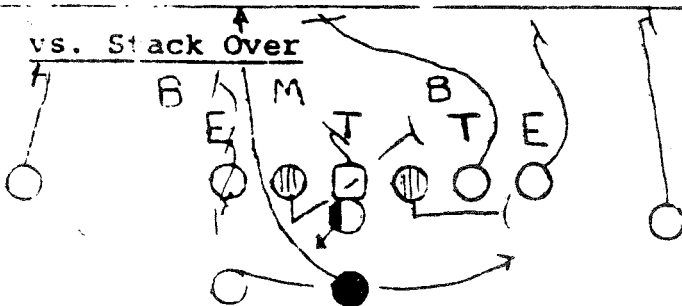
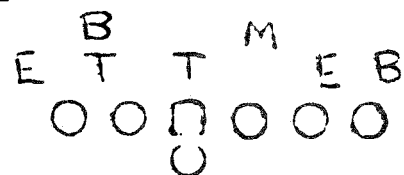
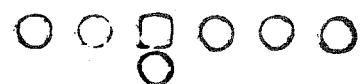
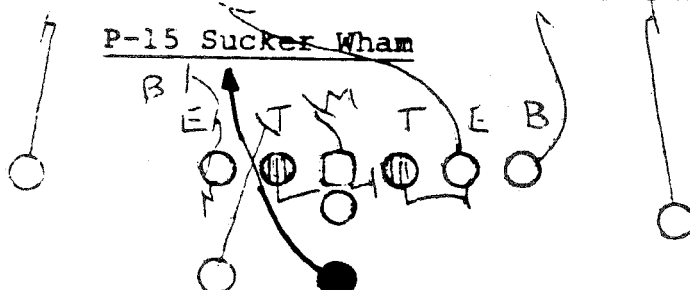
Off Guard : Pass influence set and seal out on DE.

Off Tackle : Release inside - Shallow - Sprint - Block Far Safety.

T : Best release - block near safety - if run to your side - stay on Stub.

S : Crack approach - block Corner.

Wing : Crack approach - block Corner.

vs. Overvs. 4.4(QB -
Check off) (ADDIBILIZE OUT)vs. Stack Overvs. Under(QB -
Check off) (ADDIBILIZE OUT)P-15 Sucker Wham

Formations

Basic: 0-1

Others: 0-1 Slot
2-3

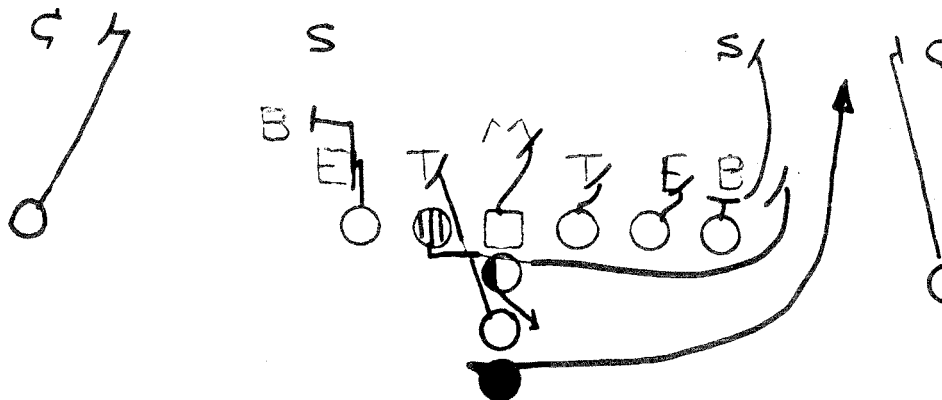
Blocking

Basic:

Solid (T-Flare)

Others:

vs. 4.3



Ball Carrier: Jab step - over the top handoff - follow off-guard.
For in or out break on Sam.

Back : Fill block on 1st man to offside.

On Tackle : Crossover - step - hook block - tie up far arm.

On Guard : Crossover - step - hook block - tie up far arm.

Center : Get position on Mike quickly - cut him down.

Off Guard : Pull - get depth - go to outside knee of Sam - cut him down.

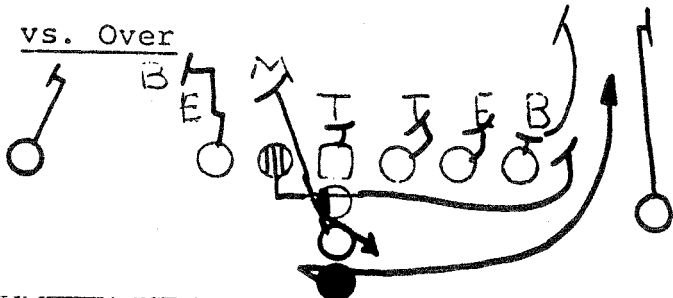
Off Tackle :

T : Butt block on Sam - use best release and block Strong Safety.

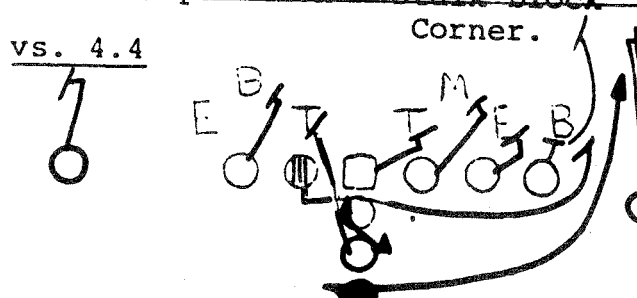
S : Take crack - approach - block corner.

Wing : Crack approach - maintain inside position - Stalk block Corner.

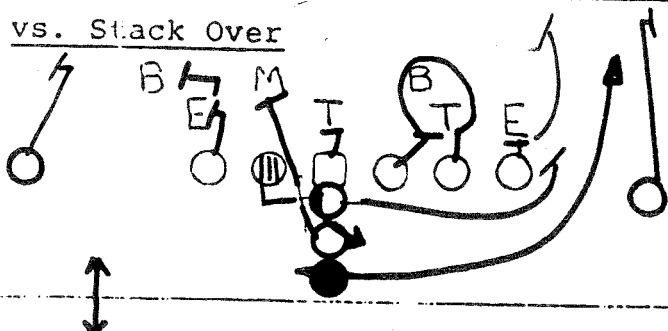
vs. Over



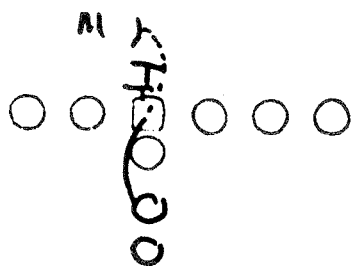
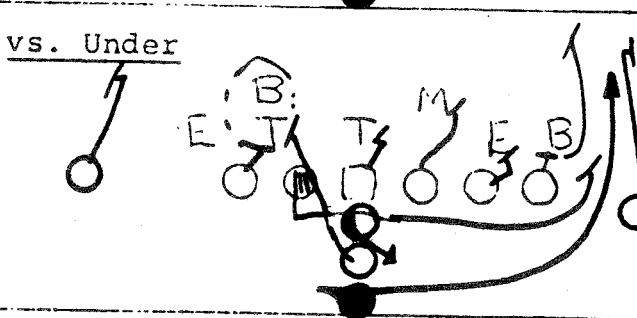
vs. 4.4



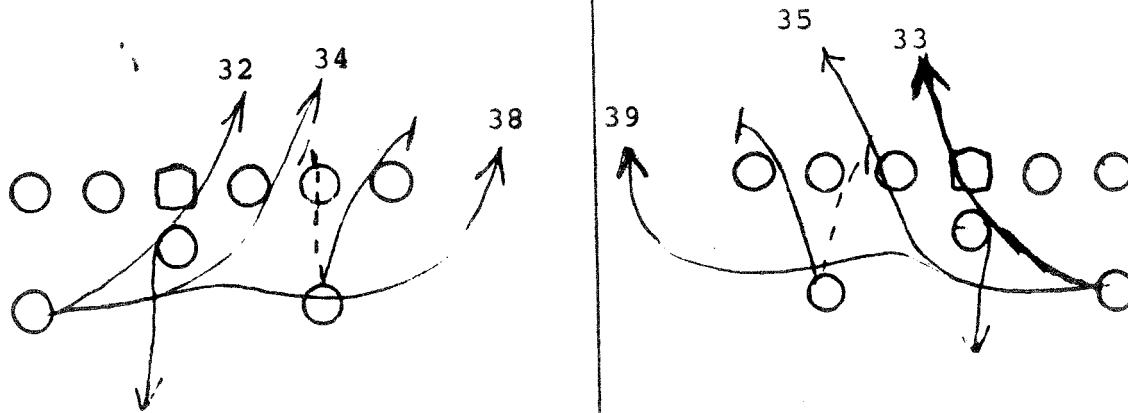
vs. Stack Over



vs. Under



QUICK SERIES - GAW HANDLING



Quarterback

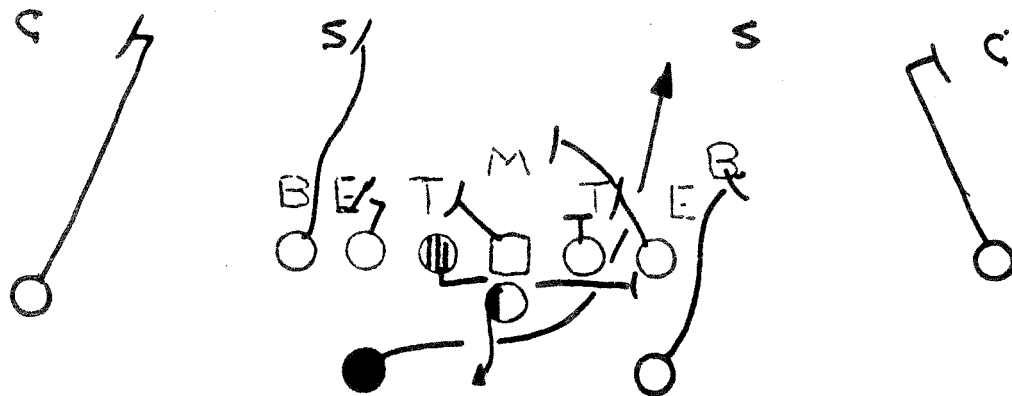
1. Stomach ball on exchange from center.
2. Reverse pivot back to hole and handoff underneath to HB or FB on all Quick series odd or even side.
3. Set up drop back pass after handoff - 132-133.

Fullback

1. Block Sam or End on Quick 32-33 - on Quick 38 and 39 Bill cut Defensive End or Tackle.
2. You are ball carrier to weakside on Quick 32-33-34-35.

Halfback

1. You are the ball carrier on Quick 32-33-34-35-38-39 to strongside.
2. Sprint to the hole called and read blocking pattern.
3. On weakside Quick 32-33-34-35 block Will.



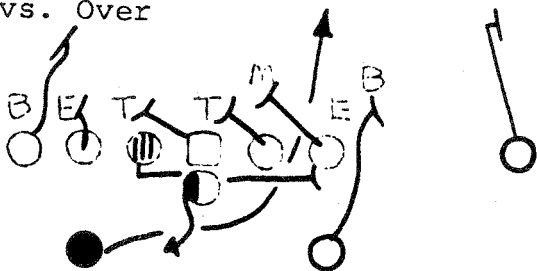
QB Check-Off:

Into:

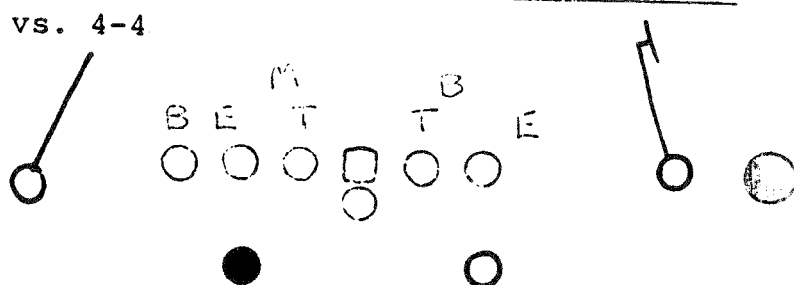
Out of:

QB Action and Alerts: Open - Pivot - Underneath handoff to ball carrier - Fake boot-leg action after handoff. (Example: Q134 Trap Pass).

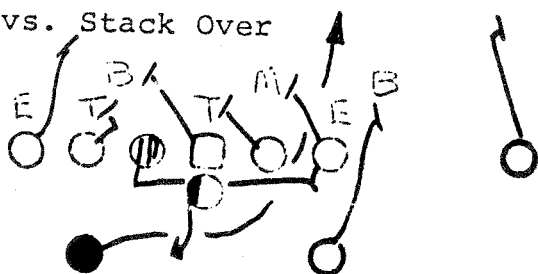
vs. Over



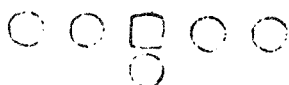
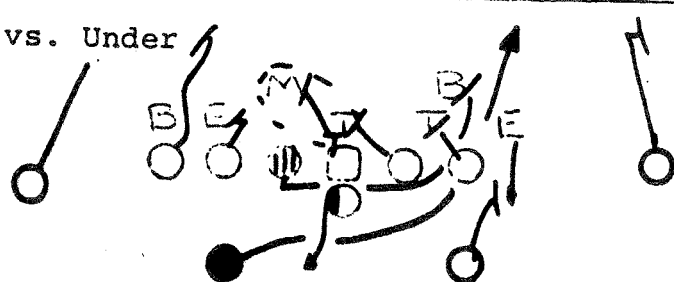
vs. 4-4



vs. Stack Over



vs. Under



Formations

Basic: 6 (Str & Wk)

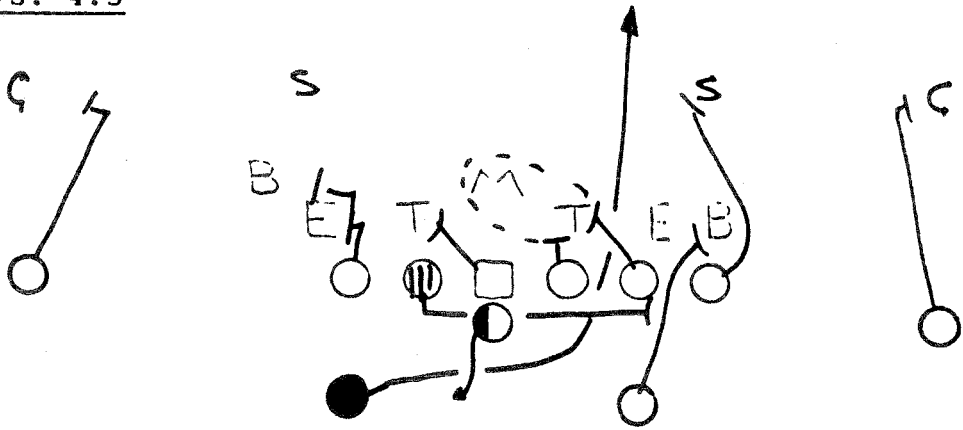
vs. 4.3

Others: 6 Slot
6 Flood

Blocking

Basic: Trap

Others:



Ball Carrier: Approach at slanting angle - favor double team - hit hole quickly.

Back : Approach DE as on Bill Block - kick out on LB.

On Tackle : Area block down with Guard on DT and Mike.

On Guard : Area block down with Tackle on DT and Mike.

Center : Seal back on DT - wall-off and sustain block.

Off Guard : Pull - shallow trap inside out on DE.

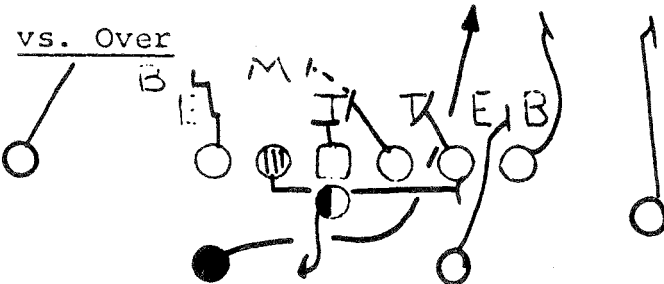
Off Tackle : Area block on DE and Will.

T : Release outside and block near Safety.

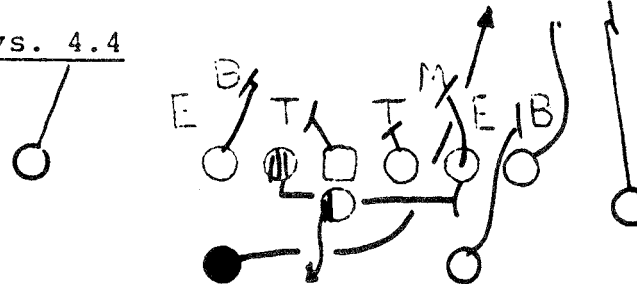
S : Crack approach - block Corner.

Wing : Crack approach - block Corner.

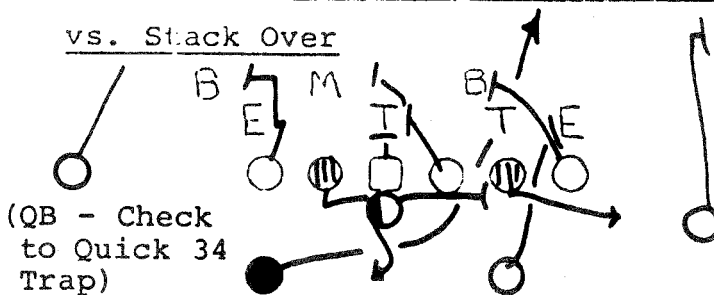
vs. Over



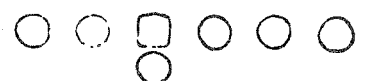
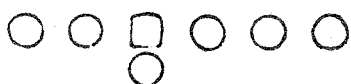
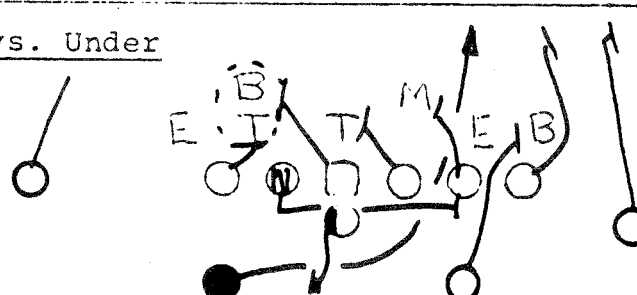
vs. 4.4



vs. Stack Over



vs. Under



Formations

Basic: 6

Others: 6 Slot

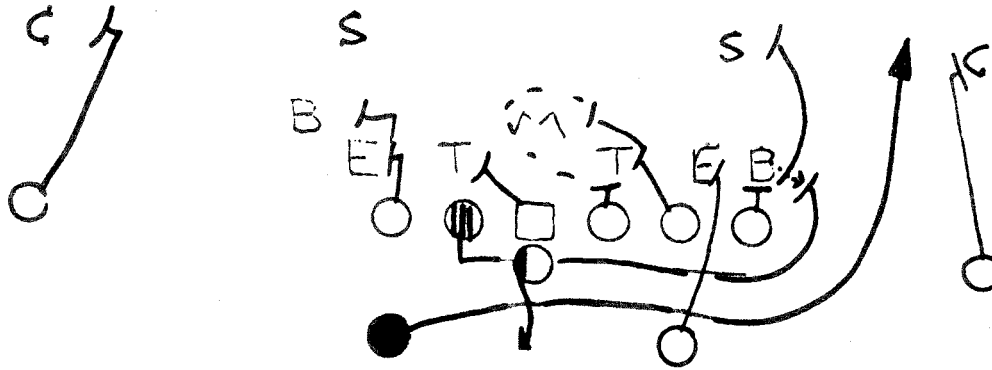
Blocking

Basic:

BILL-T-FLARE

Others:

vs. 4.3



Ball Carrier: Crossover step - take underneath handoff - key offside guards' block.

Back : Slight course at DE - Aim for outside knee of DE - cut him

On Tackle : Area block down on DT and Mike with Guard.

On Guard : Area block down on DT and Mike with Tackle.

Center : Seal back on DT - wall-off and contain.

Off Guard : Pull as on F-34 Trap - cut DE down - outside knee - if he reacts to trap - lead outside.

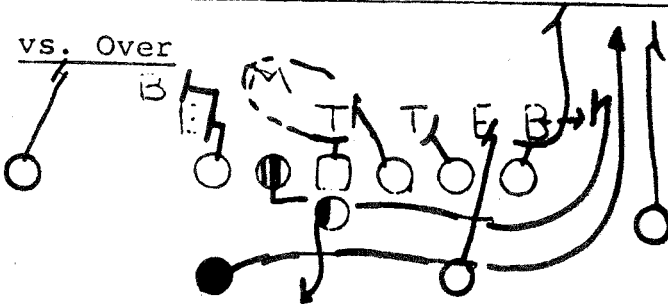
Off Tackle : Area block on DE and Will.

T : Butt block on Sam - best release and block Strong Safety

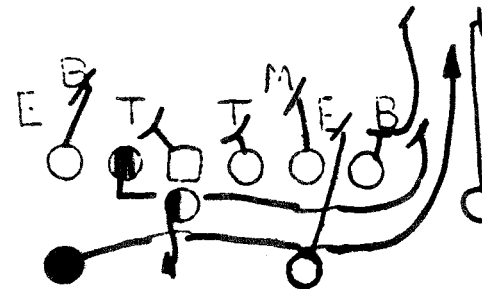
S : Crack approach - block corner.

Wing : Block corner - maintain inside position. Stalk block.

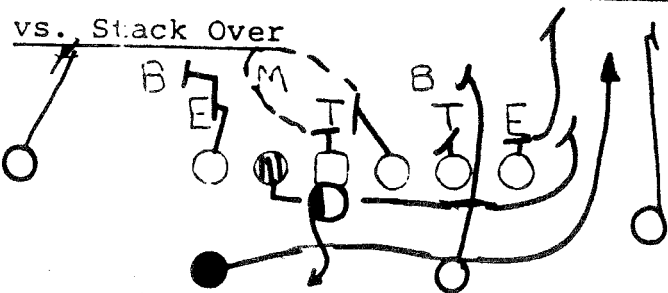
vs. Over



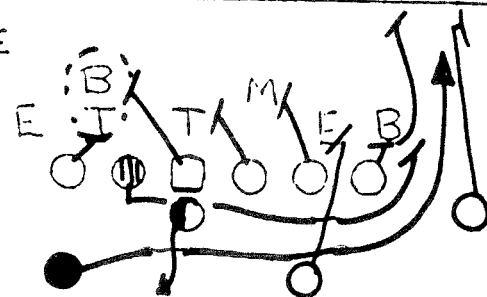
vs. 4.4



vs. Stack Over



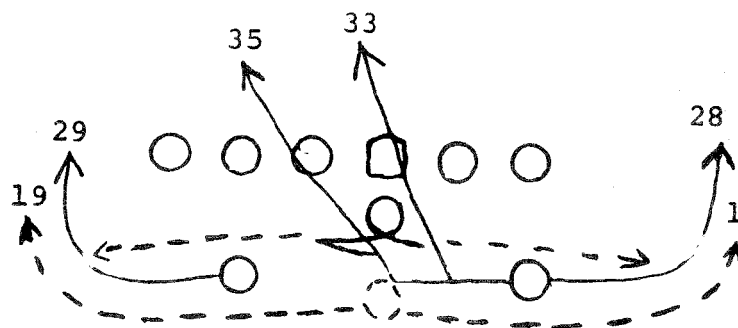
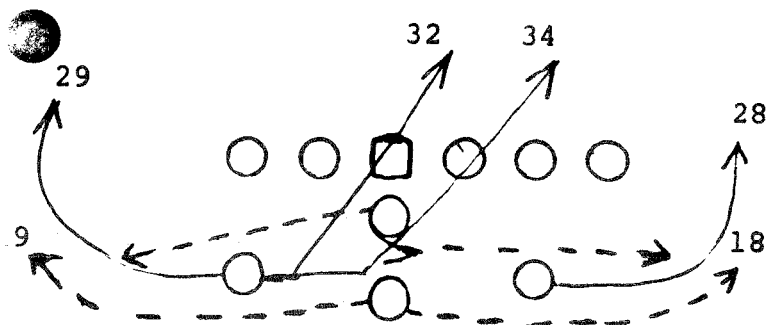
vs. Under



AUDIBLIZE OUT OF STACK OVER



TOSS SERIES - BALL HANDLING



Quarterback

1. Stomach ball on center exchange.
2. Reverse pivot quickly and get ball to ball carrier.
3. Two handed toss.
4. After toss fake hand back trap to HB or FB.
5. On 32-33-34-35-fake quick toss and hand back to HB or FB at designated hole. On 34-35T clear wide enough so HB or FB can make proper cut.

Fullback

1. You are the ball carrier if toss is to your side of toss 18-19-28-29.
2. Sprint for sideline - look ball into hands and read blocking pattern.
3. If toss is away, fake trap up the middle and block onside Defensive Tackle.
4. On weakside toss 32-33-34-35 trap you are ball carrier.

Halfback

1. You are ball carrier if toss is to your side toss 28-29.
2. Sprint for sideline - look ball into hands and read blocking pattern.
3. If toss is away, fake trap up middle and block onside Defensive Tackle.
4. On Toss 32-33-34-35 trap you are ball carrier to the strongside.

Formations

Basic: 6 (strong & weak)

Others: 7 Slot

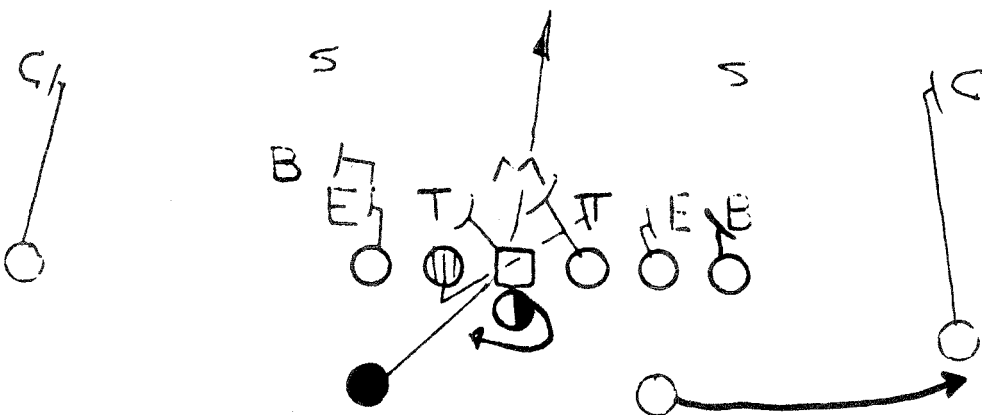
Blocking

Basic: Trap (regular)

Others: Trap (1)
Base=C

vs. 4.3

ADJUSTING THIS WHEN MLB PLAYING DEER



Ball Carrier: Explode into hole - Aim for near foot of Center - Read blocking

Back : Block Sam - Get inside position - sustain.

On Tackle : Explode into DE - Work for wall-off - sustain.

On Guard : Release inside - Block Mike if DT closes, log him in.

Center : Explode into DT - Widen hole - Bring feet under you - possible base or 1.

Off Guard : Trap 1st man to rt. of Center - Adjust path to his charge.

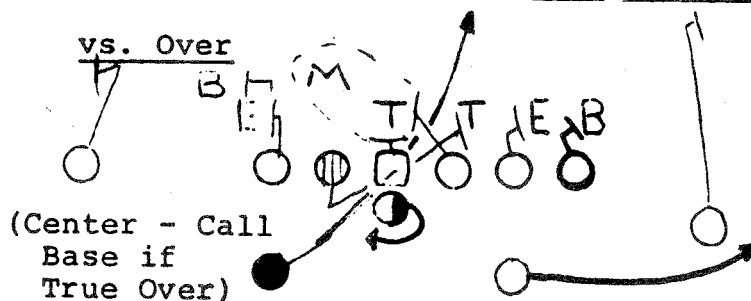
Off Tackle : Area DE and LB away from play.

T : Release outside - Block on Safety.

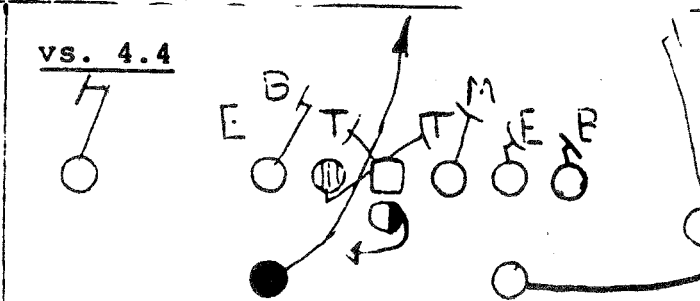
S : Crack approach - block Corner.

Wing : Crack approach - block Corner.

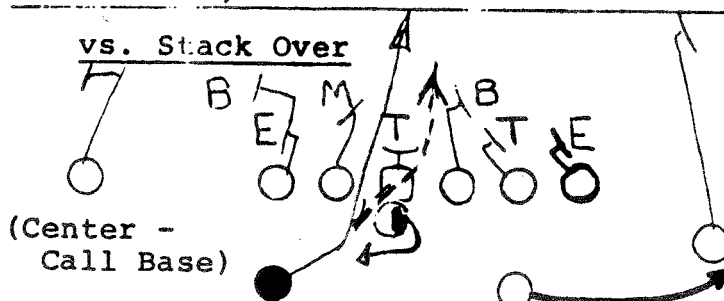
vs. Over



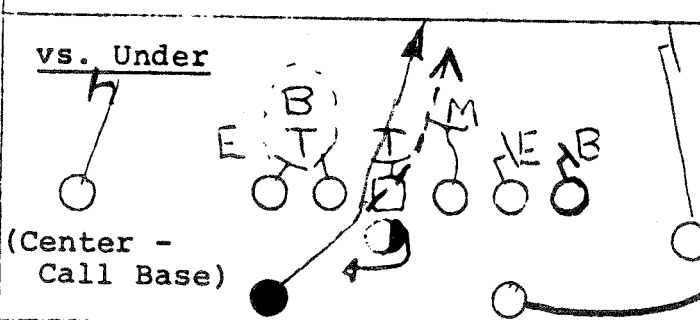
vs. 4.4



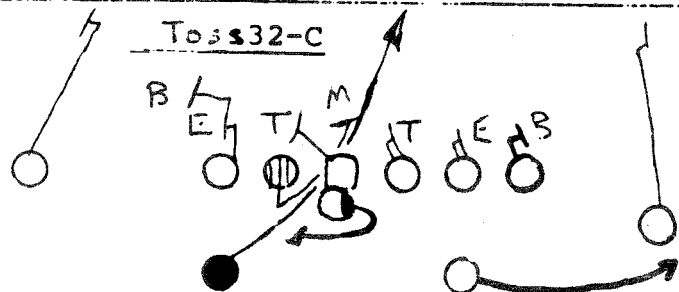
vs. Stack Over



vs. Under



Toss 32-C



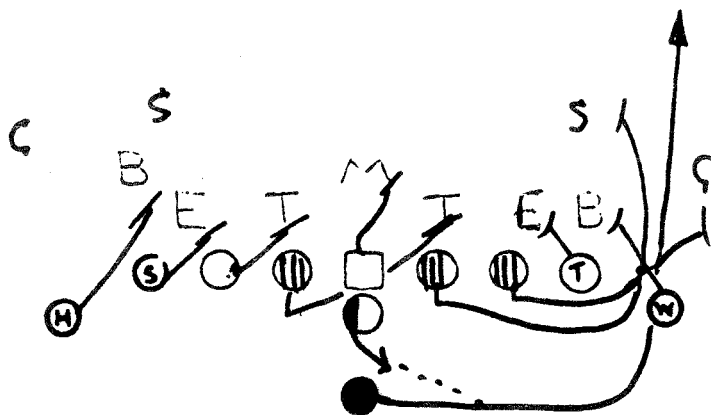
FormationsBasic: 2 Up Tight
Close

Others:

Blocking

Basic: Crack

Others:

vs. 4.3

Ball Carrier: Get width - Look ball into hands - Key G's block for break

Back : Crack-Back or fill inside - Depending on formation.

On Tackle : Crack-Back or fill inside - Depending on formation.

On Guard : Crack-Back or fill inside - Depending on formation.

Center : Sprint to cutoff on Mike - Take him down or run him by.

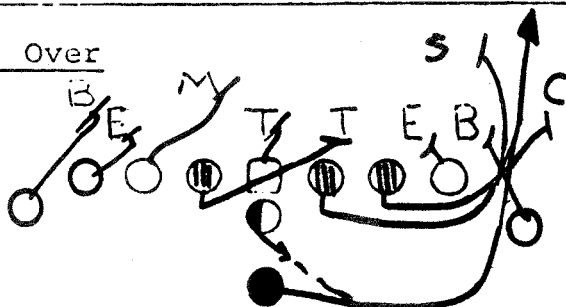
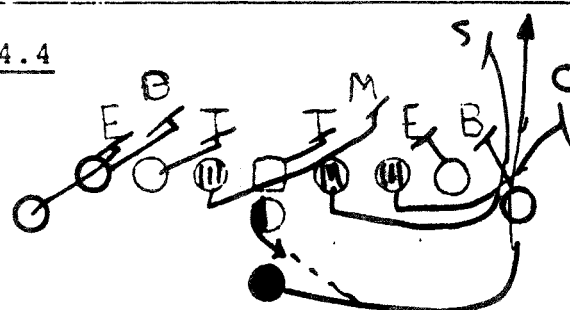
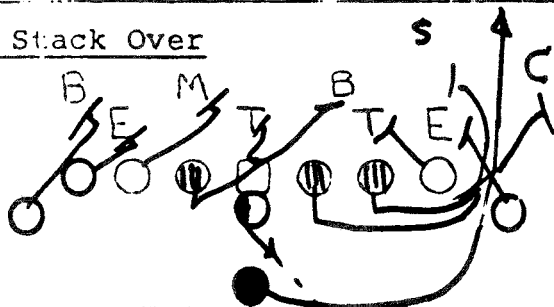
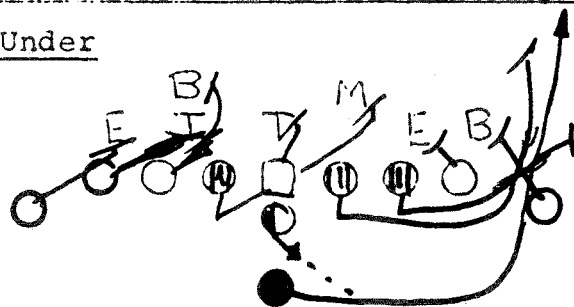
Off Guard : Pull - Trap onside DT - if gone - go to cut-off.

Off Tackle : Cut - Block on 1st man inside.

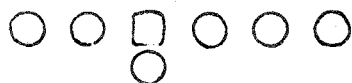
T : Block down on 1st man inside.

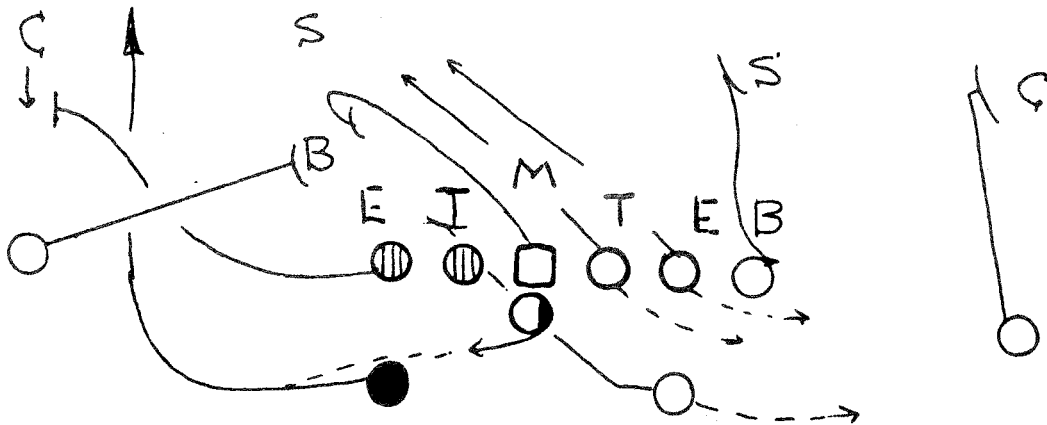
S : Block down on 1st man inside or fill on 1st man inside
depending on formation.

Wing : Crack-Back or fill inside - Depending on formation.

vs. Overvs. 4.4vs. Stack Overvs. Under

QB REVERSE PIVOT



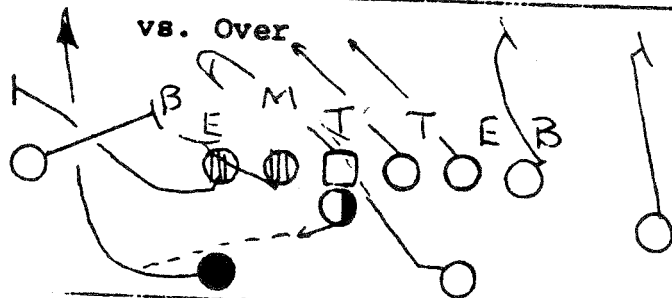


QB Check-Off:

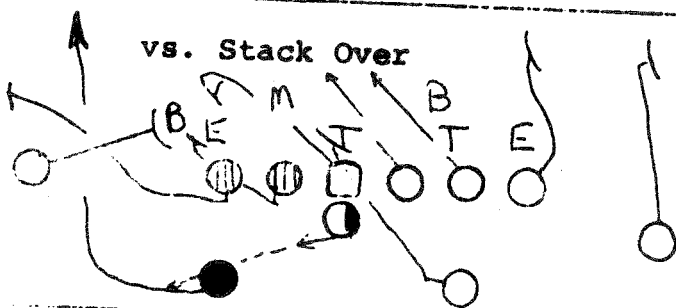
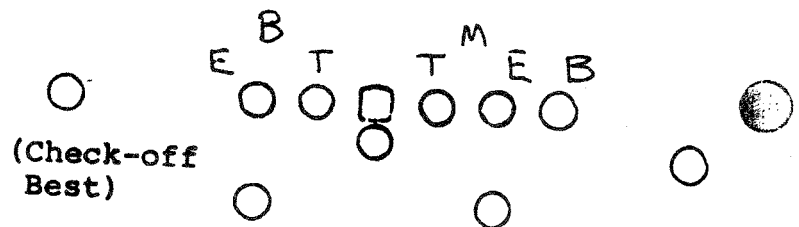
Into:

Out of: vs. Under
4-4
WB on Line.

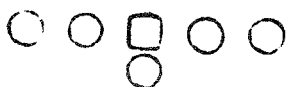
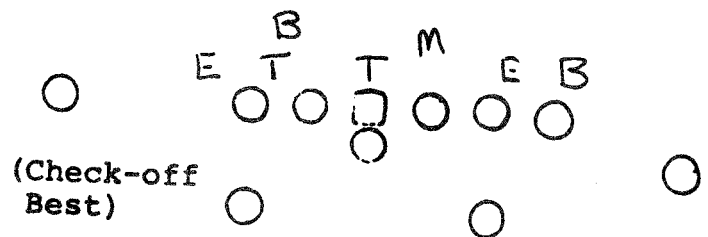
QB Action and Alerts: Quick reverse pivot - Get ball wide as quickly as possible.



vs. 4-4



vs. Under



Formations

Basic: 6

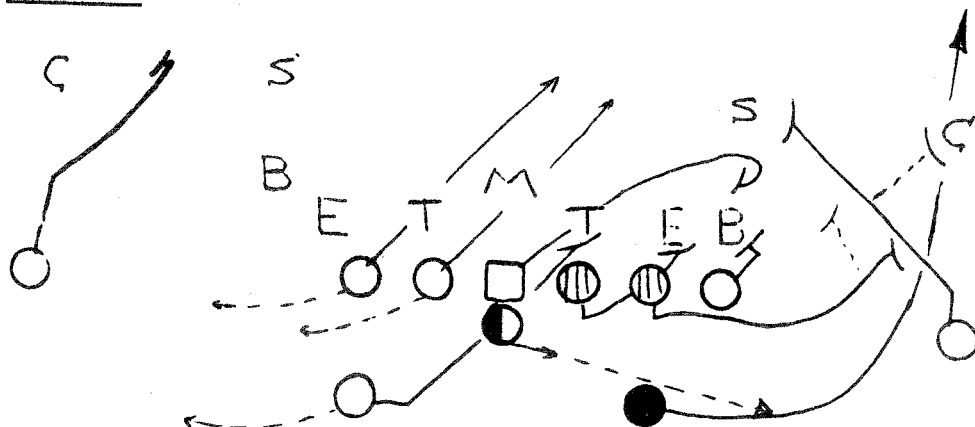
Others:

Blocking

Basic: Tess

Others.

vs. 4.3



Ball Carrier: Sprint for sideline - Look ball into hands - Read blocking for break.

Back : Responsible for onside DT - Fake Toss 32 Trap.

On Tackle : Pull - Clear T block - Block support man.

On Guard : Key block - Get DE down - Reverse body roll is good!

Center : Sprint for cut-off on Mike - Cut him down or peel back.

Off Guard : Release inside - Shallow - To point of attack - Block.

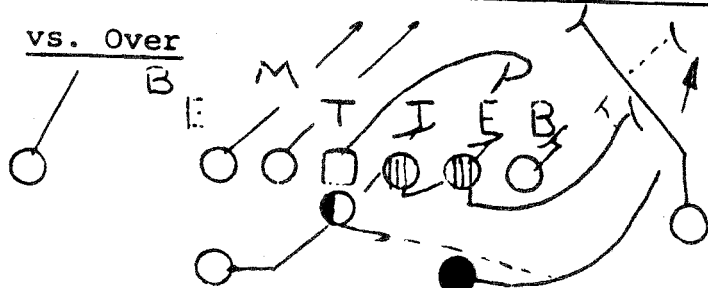
Off Tackle : Release inside - Shallow - To point of attack - Block.

T : Explode into Sam - Work for outside position - Walloff - Sustain

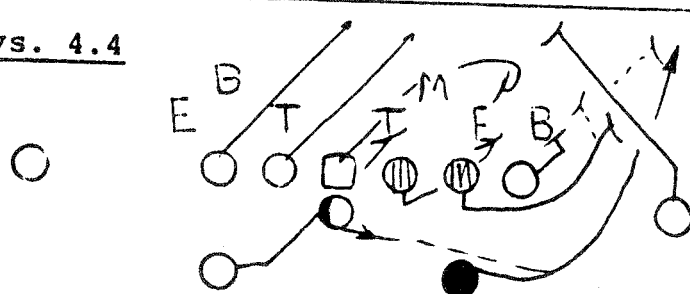
S : Crack approach - block Corner.

Wing : Read approach - block Safety.

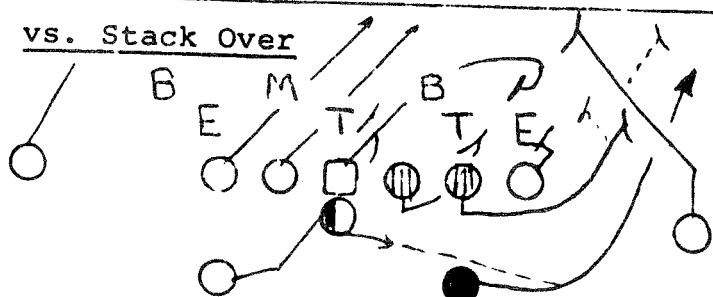
vs. Over



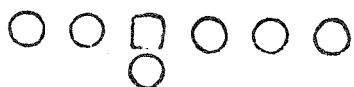
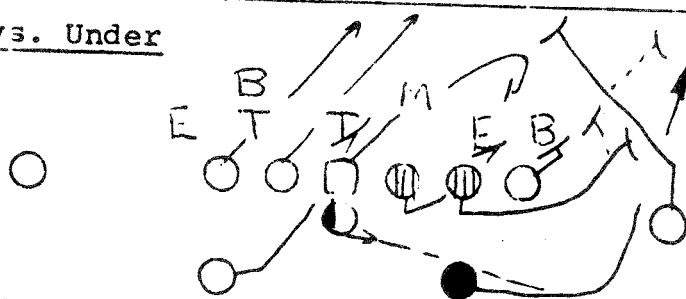
vs. 4.4

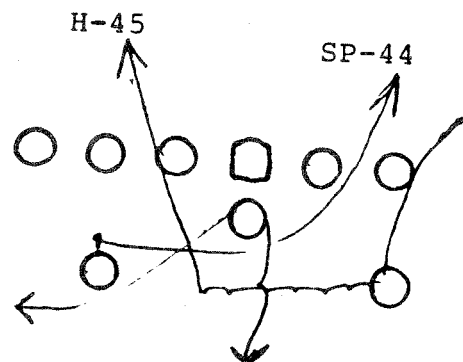
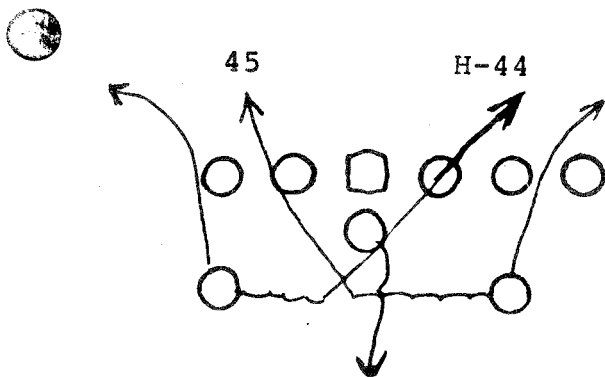


vs. Stack Over



vs. Under





Quarterback

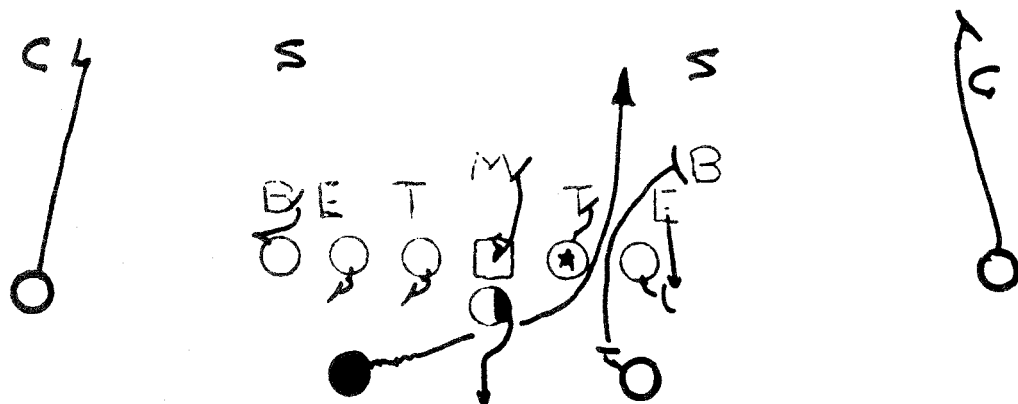
1. Stomach ball on exchange from Center.
2. Take regular drop and slip ball to FB on 42-43 - continue your drop and set up.
3. On 44-45 - H 44-45 take regular drop and handoff to sliding ball carrier - could be Halfback or Fullback - continue your drop and set up.
4. On Sprint 44-45 use 250 action and slip ball underneath to FB.

Halfback

1. On 42-43 flare to weakside, engage Will in pass coverage.
2. On H-44-45 you are the ball carrier, slide laterally to QB to take handoff and read Guard's block - if you are not the ball carrier, set up in Pass Protection and lead thru hole blocking Web.
3. On Sprint 44-45 same action for you as 44-45.

Fullback

1. On 42-43 you are the ball carrier - step away from hole. Explode into hole after handoff and read blocking.
2. On 44-45 you are ball carrier, slide laterally to QB and read Guard's block. If you are not ball carrier, H-44-45 set up lead on Stub.
3. On Sprint 44-45 Set let QB sprint to you, take underneath handoff and read Guard's blocking for cut.



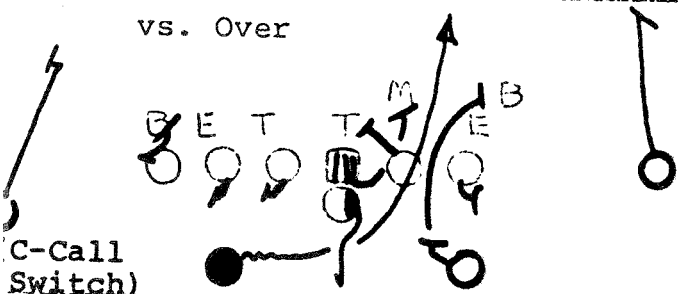
QB Check-Off:

Into:

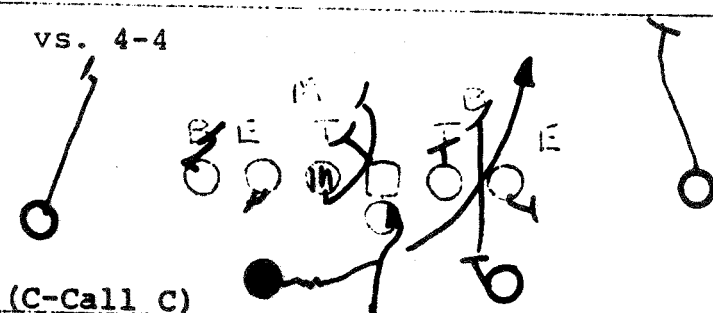
Out of:

QB Action and Alerts: Pass - Pro - drop and handoff to sliding ball carrier.

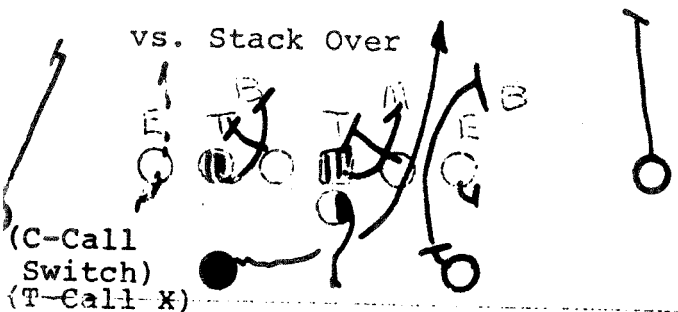
vs. Over



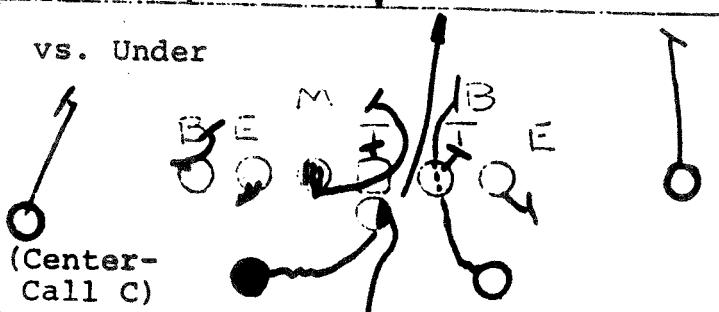
vs. 4-4



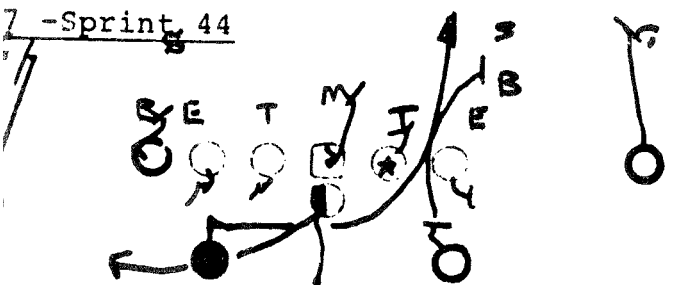
vs. Stack Over



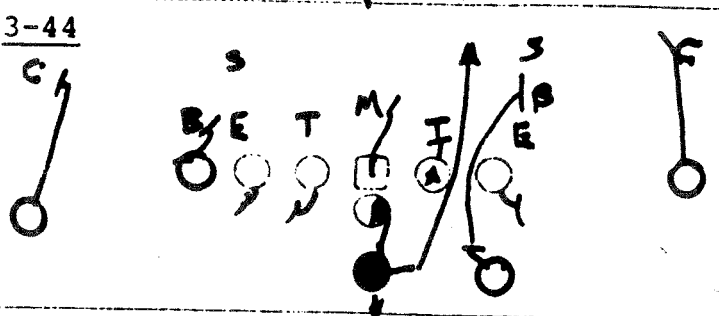
vs. Under



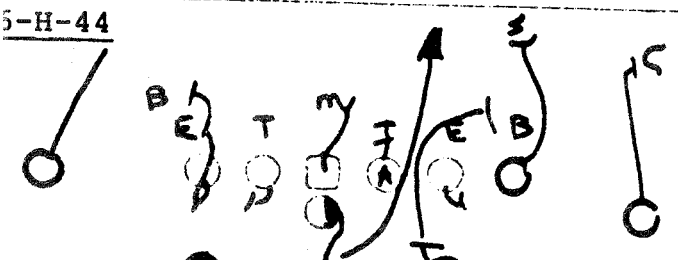
7-Sprint 44



3-44



5-H-44



Formations

Basic: 6-7

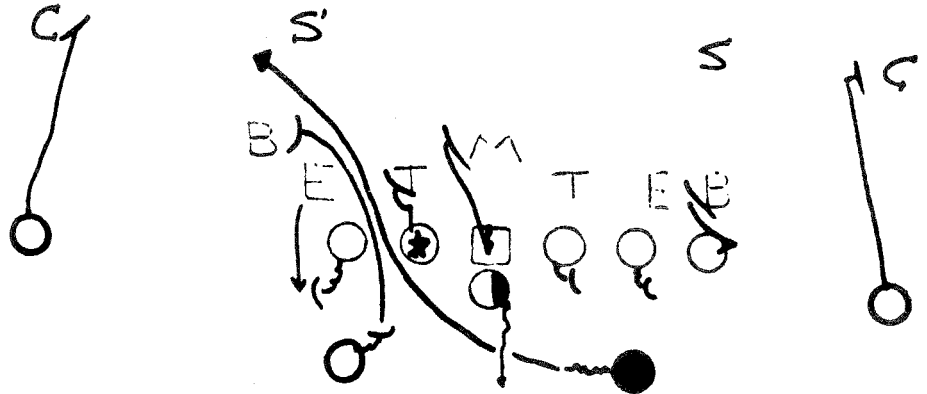
Others: 2-3
6-7 Slot
2-3 Slot

Blocking

Basic: Draw

Others: Calls - C-
X - Switch

vs. 4.3



Ball Carrier: Slide laterally to QB - read on Guards block.

Back : Pass - pro - set - lead thru hole and block Will.

On Tackle : Pass - pro - set - wheel DE out.

On Guard : Use aggressive block - take DT way he wants to go.

Center : Drop-step - strive for position on and block Mike.

Off Guard : Pass - pro - set - wheel DT out.

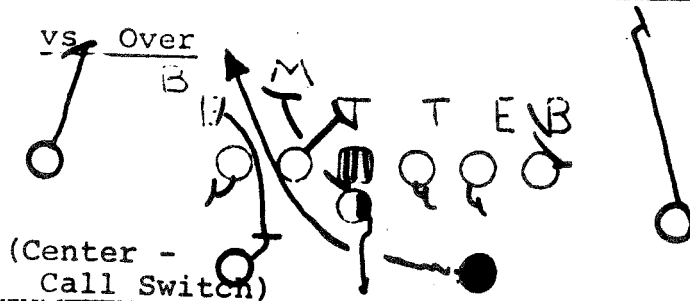
Off Tackle : Pass - pro - set - wheel DE out.

T : Step fake outside - get inside position on Sam - Possible team call.

S : Run corners deep - maintain inside position - stalk block.

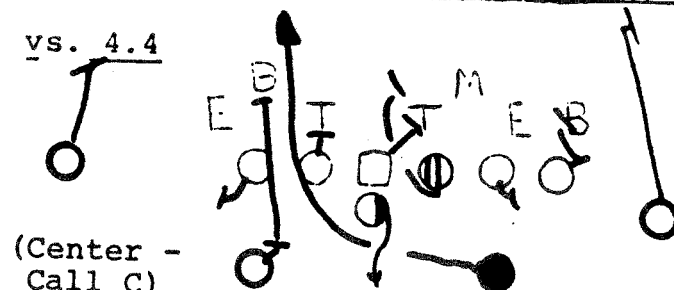
Wing : Run corners deep - maintain inside position - stalk block.

vs. Over



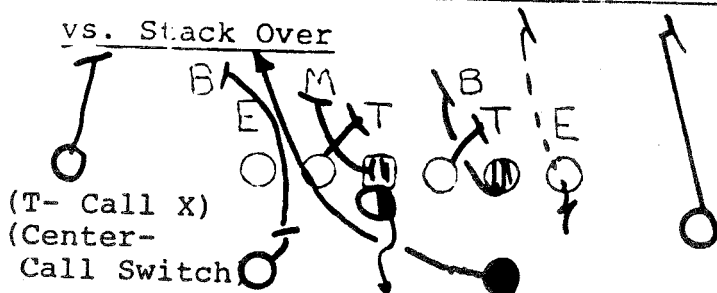
(Center -
Call Switch)

vs. 4.4



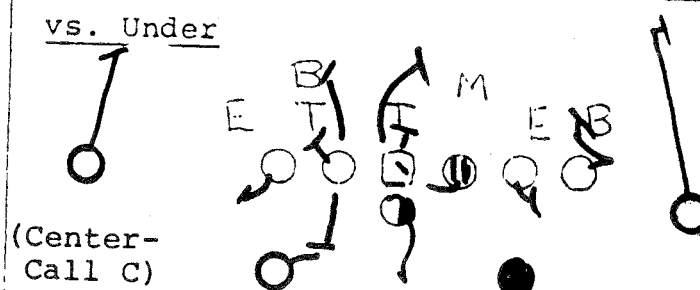
(Center -
Call C)

vs. Stack Over



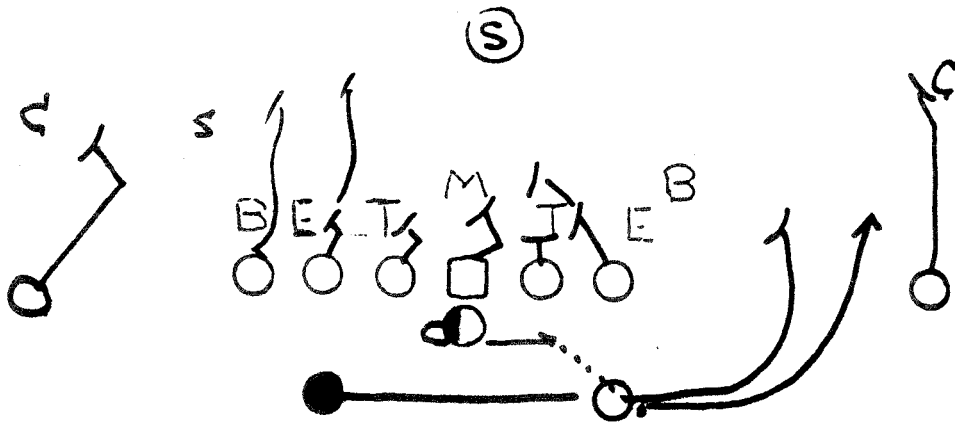
(T- Call X)
(Center-
Call Switch)

vs. Under



(Center-
Call C)





QB Check-Off:

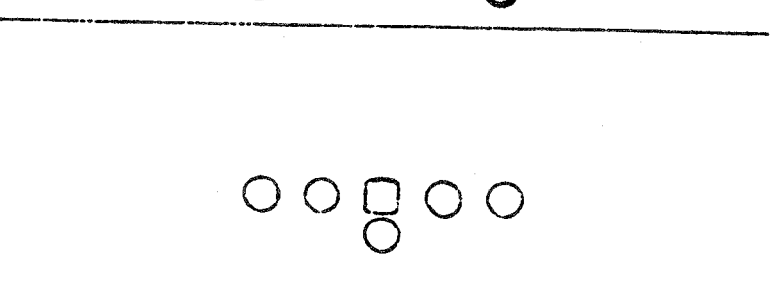
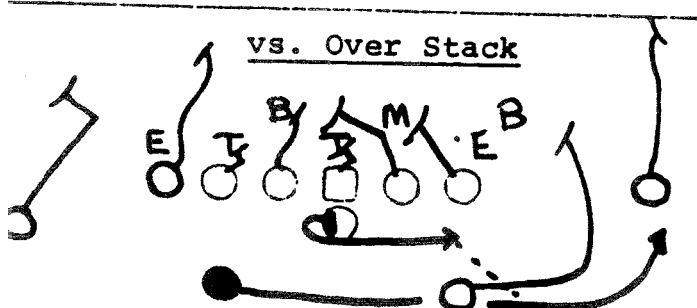
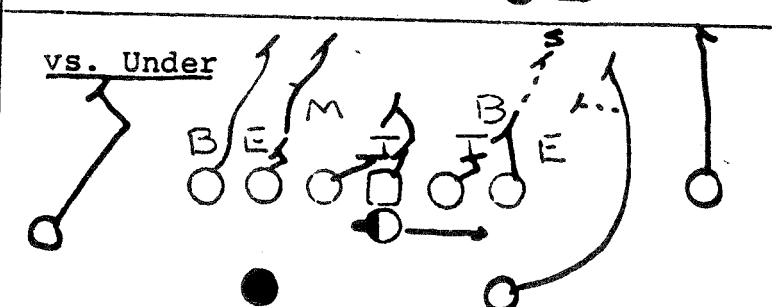
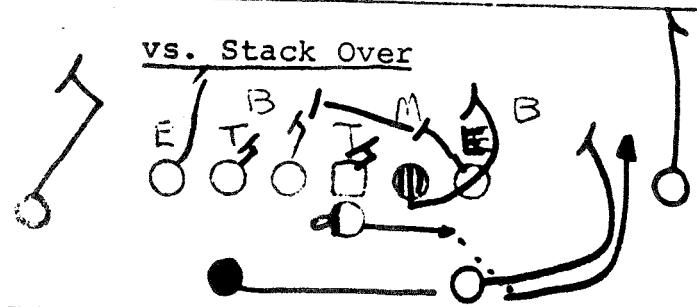
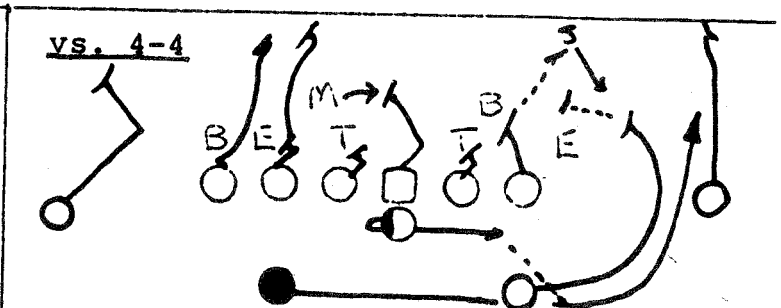
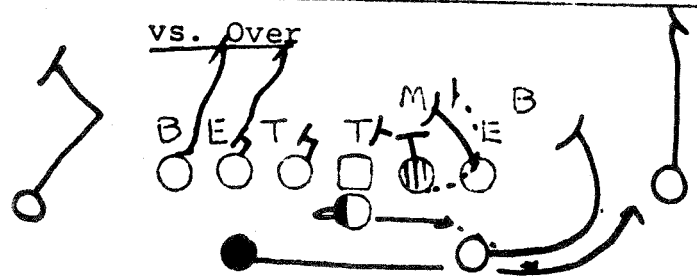
When WK Safety is up
and in position for
quick support.
Into:

vs. Will Stacked
inside (Under 4-4).

Out of:

QB Action and Alerts:

Key WK Safety. If deep run play - lead step -
take ball to DE and pitch to FB - on 6 & 7
formation - take counter step and continue
on same action.



Play Number

7 OPTION

Basic Blocking:

Formations:

Basic: 2-3

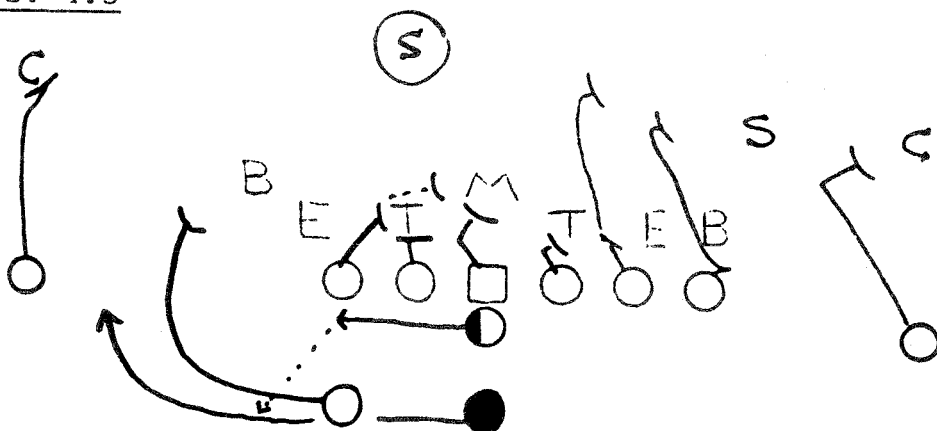
Others: 6-7

Blocking

Basic: Veer

Others: G

vs. 4.3



Ball Carrier: Cross-over step - sprint wide - get on outside hip of HB - look pitch in - read blocking for break.

Back: Run inside arc looking for Willor free Safety depending on defense - cut outside knee - recognize def. for block.

On Tackle: Release inside and block Mike - possible switch call.

On Guard: Base block - cut to outside knee of DT - possible switch and veer calls.

Center: Base - block Safety - possible switch call - block Mike. Possible veer call - possible slip me call.

Off Guard: Base block - possible slip call.

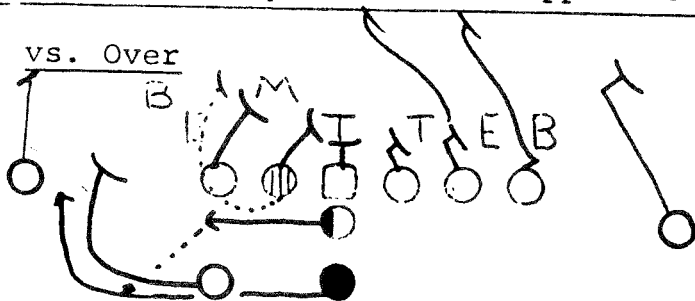
Off Tackle: Take inside release - guarantee ram charge - block Strong Safety.

T: Block Strong Safety.

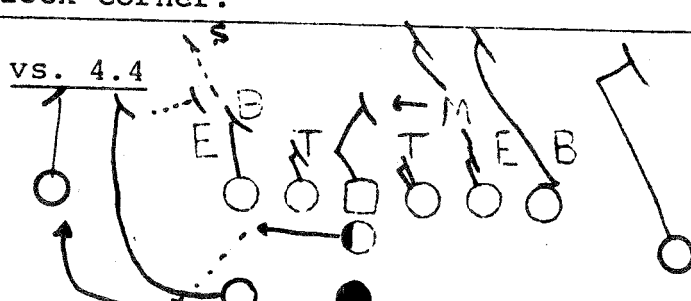
S: Bust off line of scrimmage -

Wing: Take crack approach - block Corner.

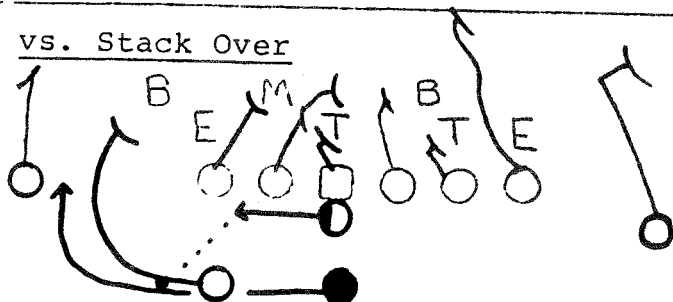
vs. Over



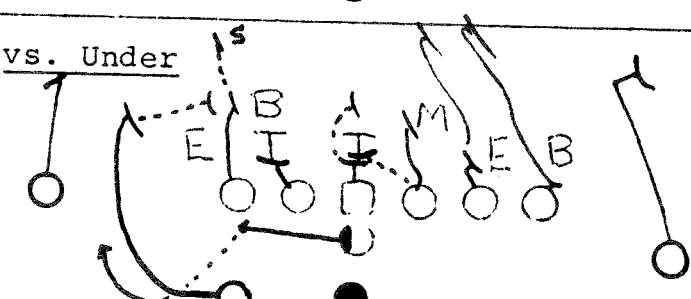
vs. 4.4



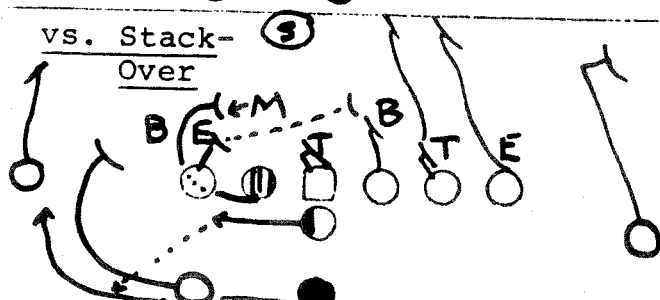
vs. Stack Over



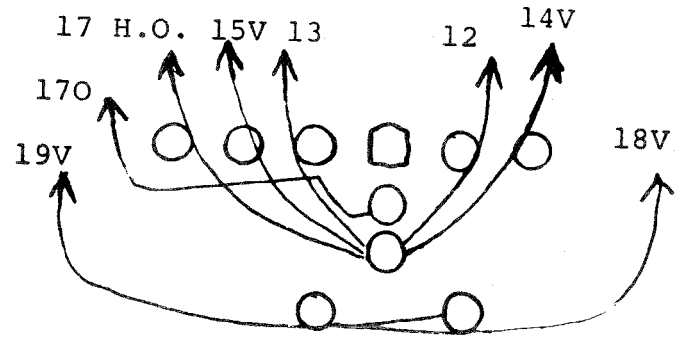
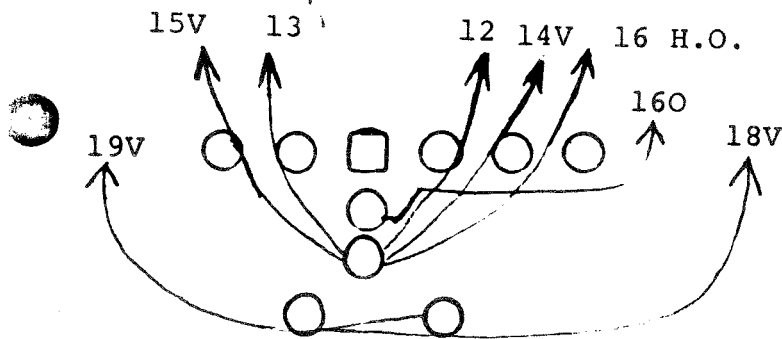
vs. Under



vs. Stack-Over



BONE SERIES - BALL HANDLING



Quarterback

1. Stomach ball on exchange from center.
2. On 12-13 Base, open lead step to FB full arm extension delay adjustment step to allow FB to be a free runner - explode down the line on option Key.
3. On 14-15 Veer open lead step to FB full arm extension - give to FB - explode down the line on option Key.
4. On 16-17 Handoff same as 14-15 Veer, except FB's path will be a little wider - explode on option Key.
5. On 16-17 Option fake to FB - keep ball and become runner on Key.
6. On 18-19 Veer fake 14-15 Veer to FB - explode on option Key - read him for pitch or keep.

Fullback

1. On 12-13 Base take lead step at outside hip of onside Guard - read blocking and run to daylight.
2. On 14-15 Veer take lead step with your nose on inside leg of Tackle - do not cut back, run Veer path over Tackle - you are ball carrier.
3. On 16-17 Handoff same as 14-15 Veer except your path will be a little wider - you are the ball carrier.
4. On 16-17 Option same as 16-17 Handoff - make good fake with QB and block Inside LBer or Safety.
5. On 18-19 Veer - run 14-15 Veer path and block 1st man outside of Tackle or seal on inside LBer or Safety.

Halfback

1. On 12-13 Base - 14-15 Veer - 18-19 Veer Onside Back run all out Flare scheme - possible Lead scheme. Offside Back run all out 18-19 Veer fake.
2. On 16-17 Handoff - Onside Back run lead scheme and block man over Tight End - # 3 man - be alert for 2-3 Stack. Offside Back run all out 18-19 Veer fake.
3. On 16-17 Option - Onside Back run lead scheme reading DE or LBer over Tight End - if he closes, seal inside for LBer or Safety - if he hangs or widens - block him.
C.P. - be alert for 2-3 Stack - if A blocking is not called - block # 3 man.
Offside Back - run all out 18-19 Veer - be alert for pitch.

Formations

Basic: Bone

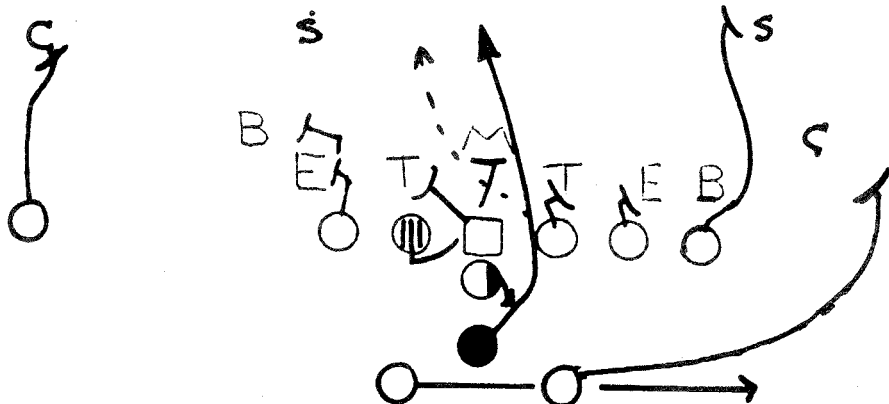
Others:

Blocking

Basic: Base

Others: c

vs. 4.3



Ball Carrier: Take lead step at outside hip of OG - read blocking and run to daylight.

Back : All out 18 Veer fake.

On Tackle : Block base (alert for calls).

On Guard : Block base (alert for calls).

Center : Block base (alert for calls).

Off Guard : Block base (alert for calls).

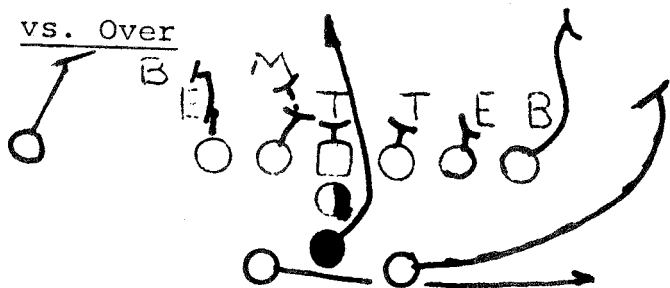
Off Tackle : Block base (alert for calls).

T : If play is run to your side - take best release and block. Safety - if play is run away, block base (poss. Team call).

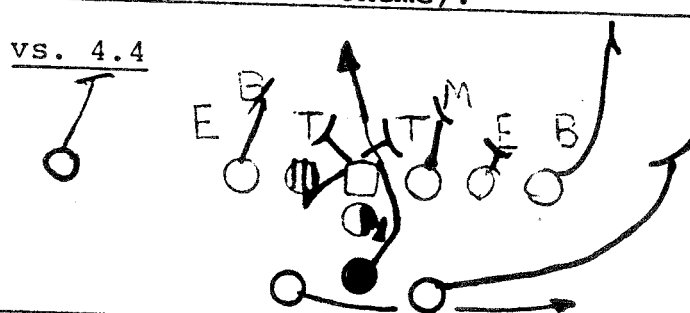
S : Crack approach - Block Corner

Wing : Run all out flare scheme (Possible Lead scheme).

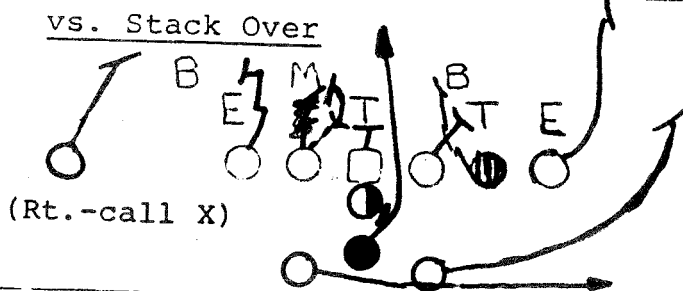
vs. Over



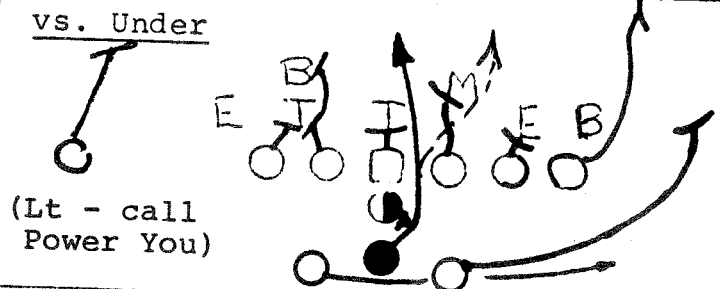
vs. 4.4

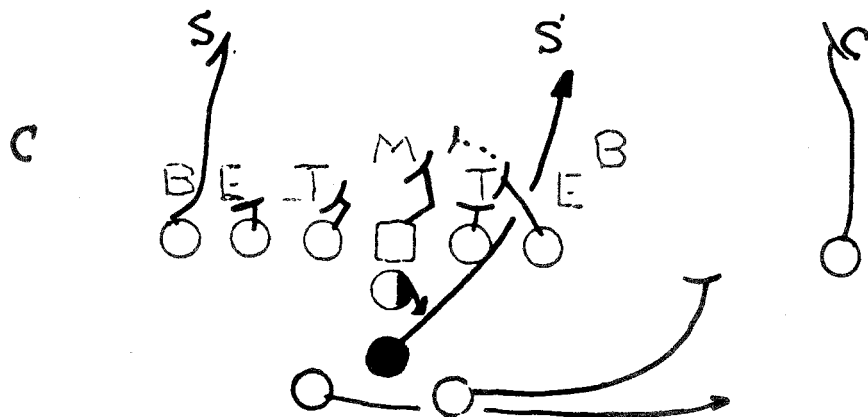


vs. Stack Over



vs. Under





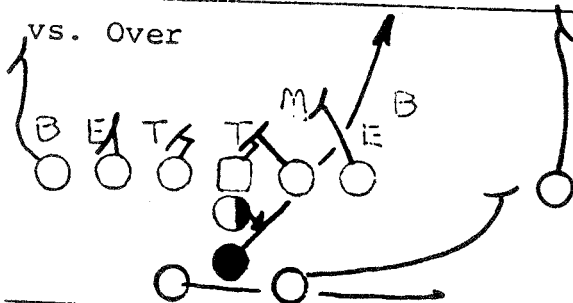
QB Check-Off:

Into: vs. Handoff
key who is playing
wide or reacti
to pitch.

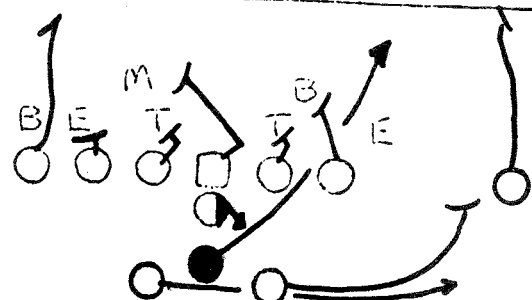
Out of:

QB Action and Alerts: Open lead step at 45° - full arm extension -
adjustment step - get on second level -
explode on option key - read handoff key
alignment for possible check.

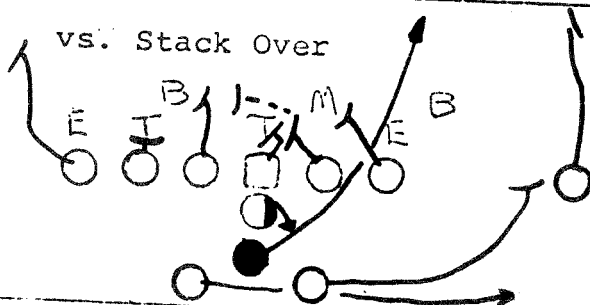
vs. Over



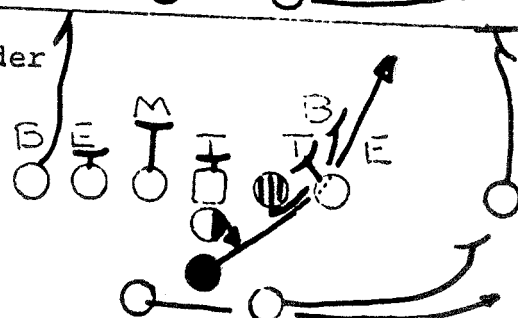
vs. 4-4



vs. Stack Over



vs. Under



Formations

Basic: 2 Bone

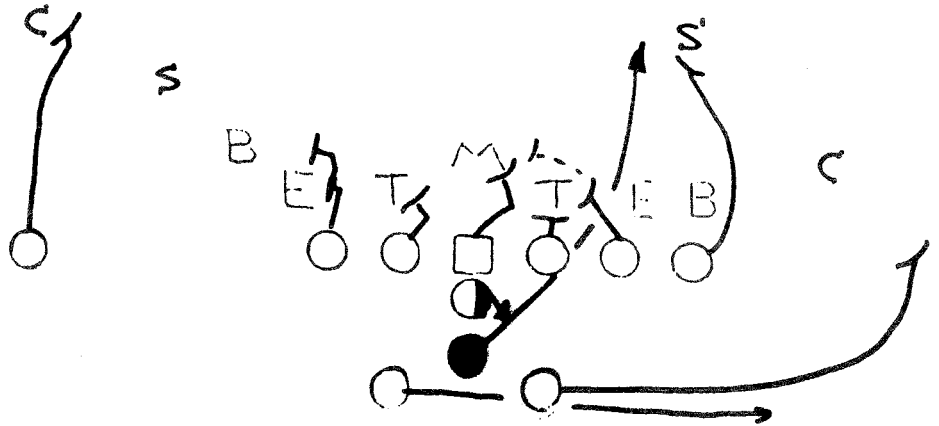
Others:

Blocking

Basic: Flare

Others: Lead

vs. 4.3



Ball Carrier: Lead step and explode on inside leg of OT - stay on Veer path - do not cut back.

Back : All out 18 Veer fake.

On Tackle : Veer blocking scheme

On Guard : Veer blocking scheme.

Center : Veer blocking scheme.

Off Guard : Veer blocking scheme.

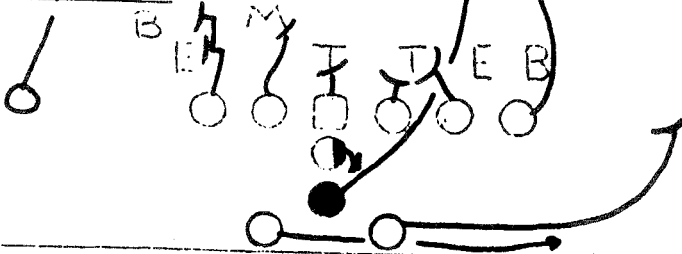
Off Tackle : Veer blocking scheme.

T : Take best release and block Safety.

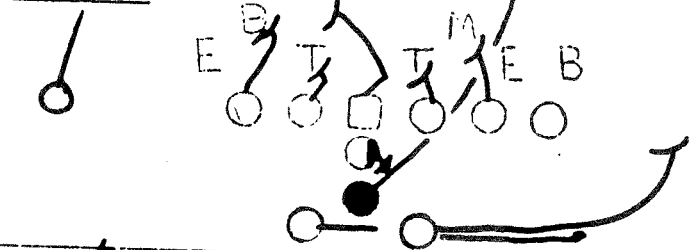
S : Crack approach - block Corner.

Wing : Run all out Flare fake (Possible Lead).

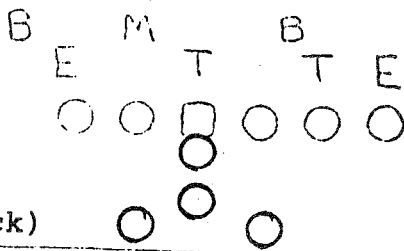
vs. Over



vs. 4.4

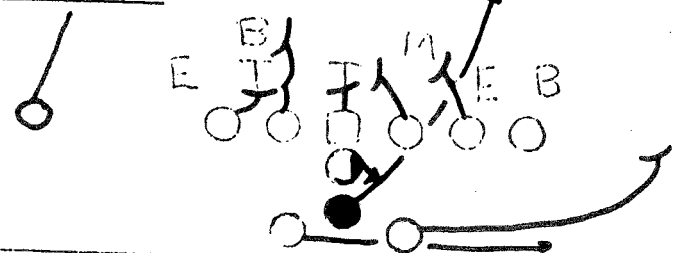


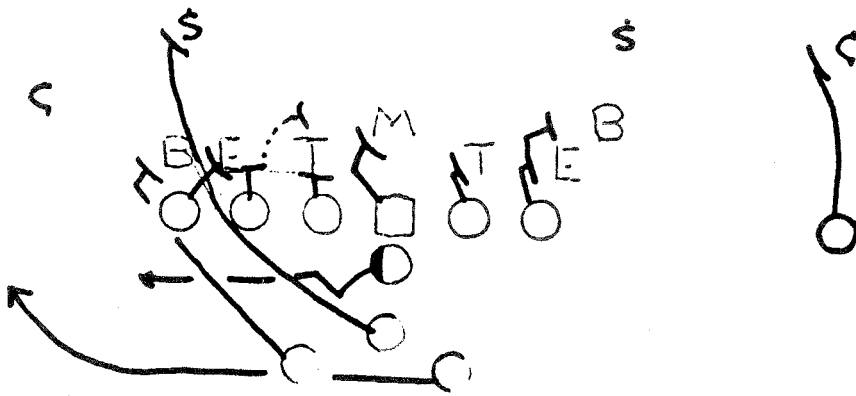
vs. Stack Over



(QB - check)

vs. Under





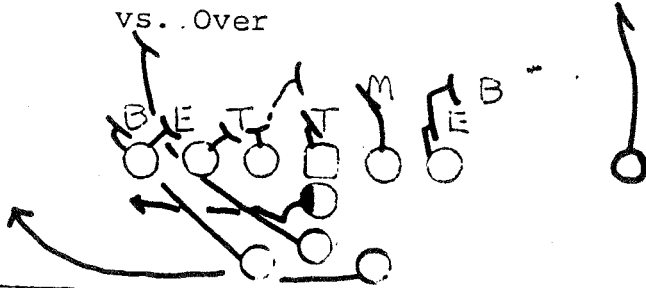
QB Check-Off:

Into:

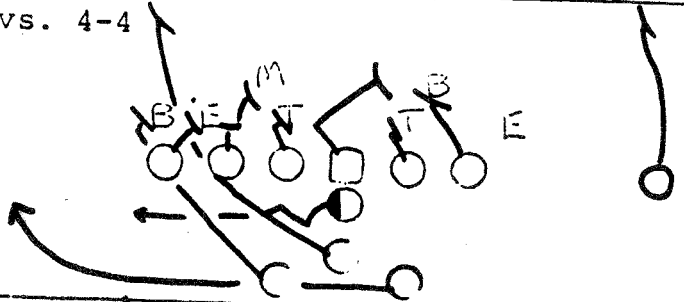
Out of:

QB Action and Alerts: Open lead - step to FB - fake to FB and key defense for pitch or keep.

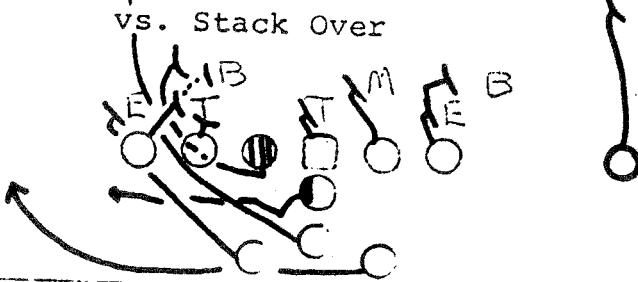
vs. Over



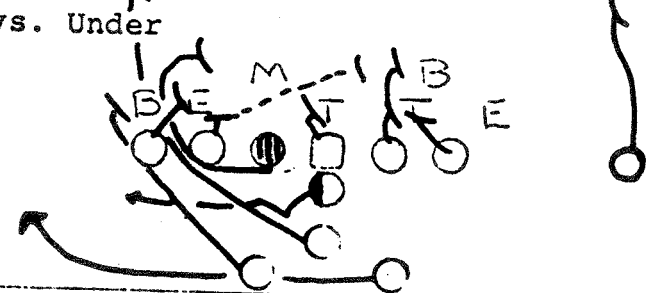
vs. 4-4



vs. Stack Over



vs. Under



Formations:
Basic:

vs. 4.3

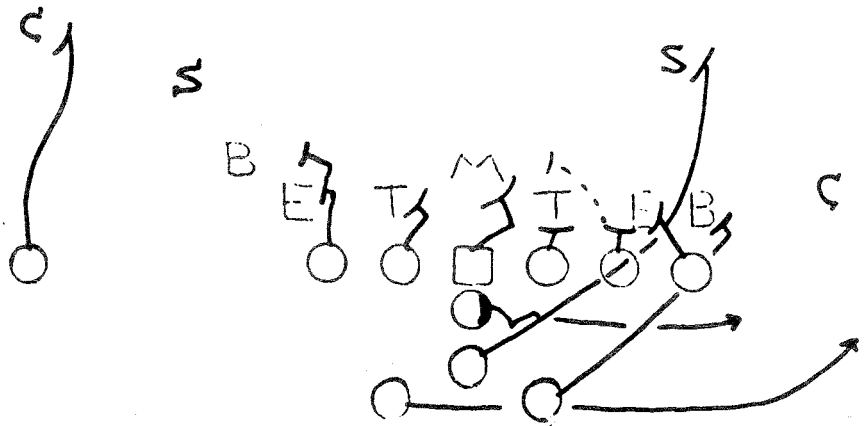
Others:

Blocking

Basic: (to block
Lead- 2-3 Stack)

Others:

(Poss. Flare if
C deep) poss. "G"



Ball Carrier: Run all-out 18-19 Veer - be alert for pitch.

Back (FB) : Make good fake with QB - block LB to safety.

On Tackle : Block Veer scheme.

On Guard : Block Veer scheme.

Center : Block Veer scheme.

Off Guard : Block Veer scheme.

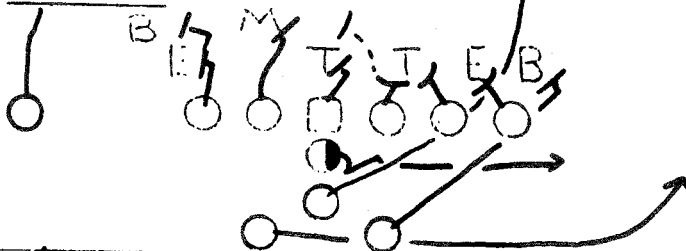
Off Tackle : Block Veer scheme.

T : 2 ft. split - block down on 1st man inside - poss. Team call

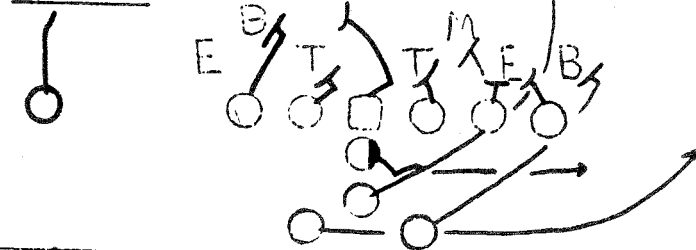
S : Same as 18 Veer.

Wing : Run lead scheme - reading DE or LB over TE - if he closes, seal inside for backer - if he hangs or widens, block him.

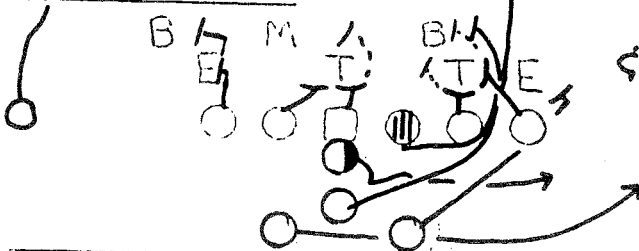
vs. Over



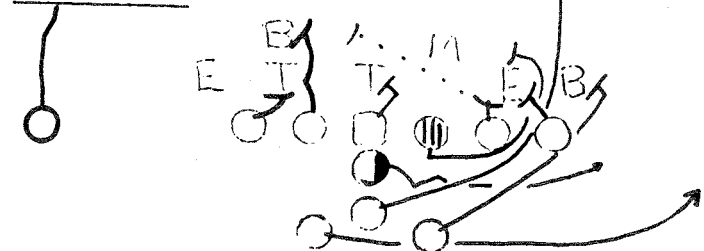
vs. 4.4



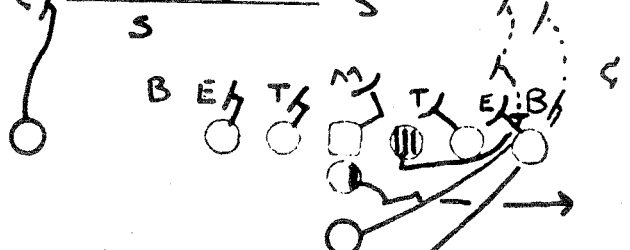
vs. Stack Over



vs. Under



16 "G" Option



Formations

Basic: 2 Bone

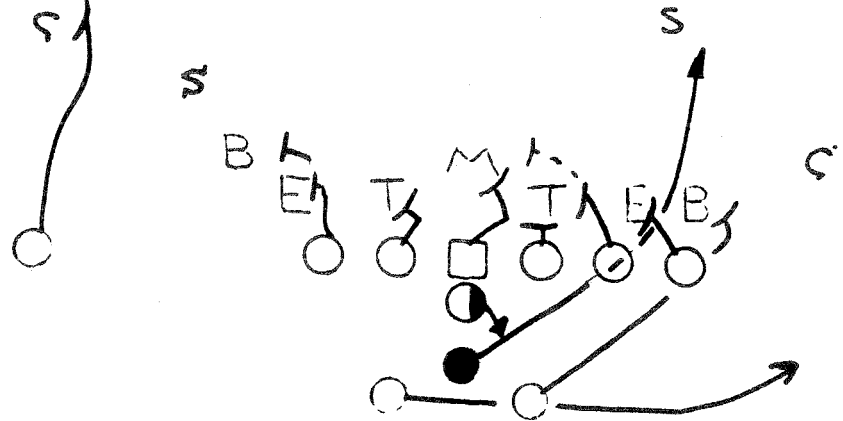
Others:

Blocking

Basic: Lead

Others:

vs. 4.3



Ball Carrier: Take lead step with nose on outside leg of tackle. You are ball carrier.

Back : Run all out 18-19 Veer fake.

On Tackle : Block Veer scheme.

On Guard : Block Veer scheme.

Center : Block Veer scheme.

Off Guard : Block Veer scheme.

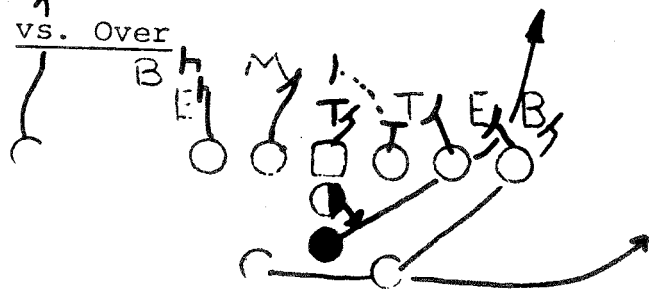
Off Tackle : Block Veer scheme.

T : Block down on 1st man inside.

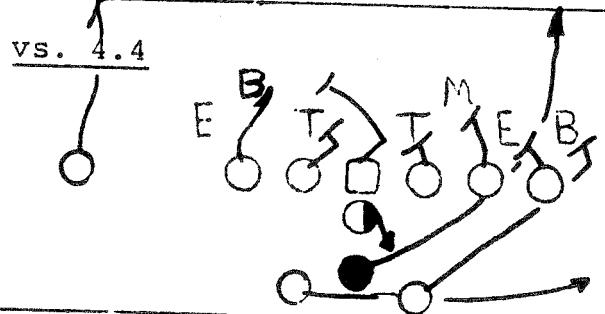
S : Push deep third - maintain inside position. Block corner.

Wing : Run lead scheme and block man over T.E..

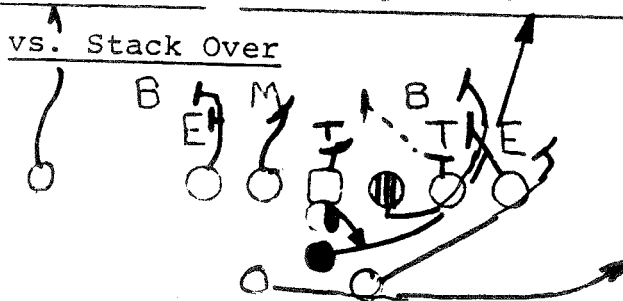
vs. Over



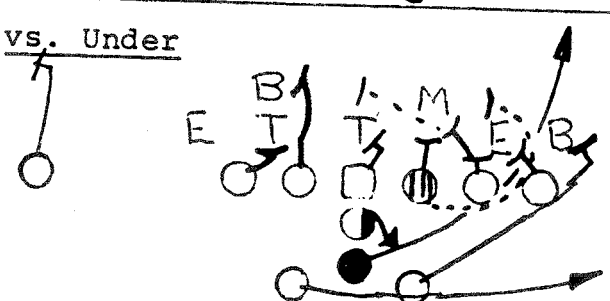
vs. 4.4



vs. Stack Over

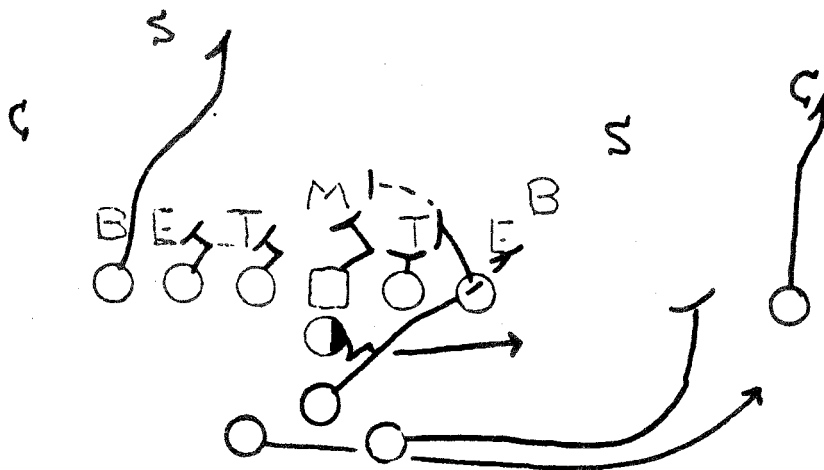


vs. Under



SAME ACTION AS 14 & 15 VEER
EXCEPT FB PATH IS ONE
MAN WIDER.





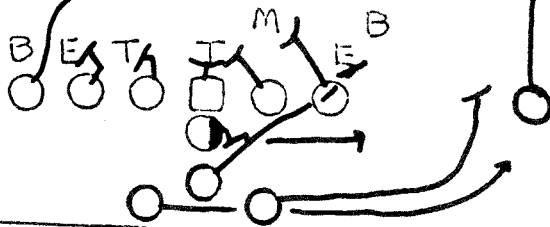
QB Check-Off:

Into:

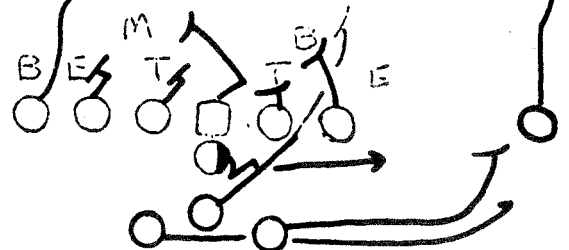
Out of:

- QB Action and Alerts:
1. Look at alignment and tone of play of handoff key.
 2. Use checks according to his alignment.
 3. Be alert for lead blocking scheme.

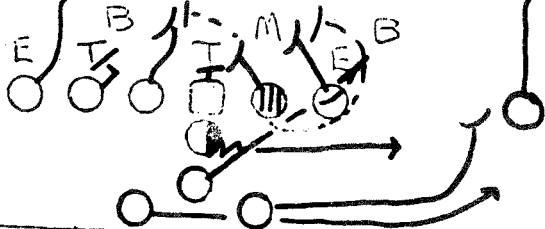
vs. Over



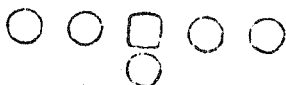
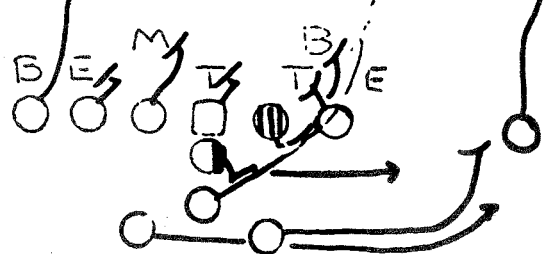
vs. 4-4



vs. Stack Over



vs. Under



Play Number 18 VEER

Basic Blocking: FLARE

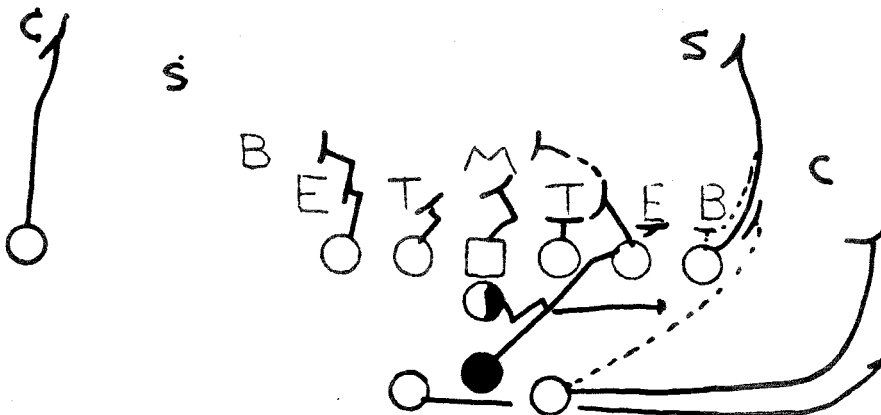
Formations
Basic: 2 Bone

Others:

Blocking
Basic: Flare

Others: Lead
Load

vs. 4.3



Ball Carrier: Run all-out 18-19 Veer - be alert for pitch.

Back : Run 14-15 Veer path - block 1st man outside tackle or seal on inside LB to safety.

On Tackle : Veer blocking scheme - alert for calls.

On Guard : Veer blocking scheme - alert for calls.

Center : Veer blocking scheme - alert for calls.

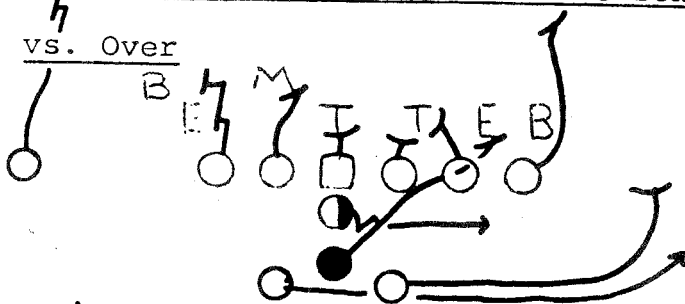
Off Guard : Veer blocking scheme - alert for calls.

Off Tackle : Veer blocking scheme - alert for calls.

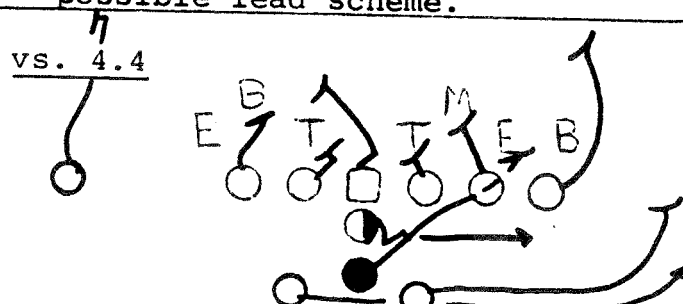
T :

S : If away, push deep third - maintain inside position and Stalk
: block. If inside - outside release - push deep third - main-
Wing : Run all out Flare scheme - possible lead scheme.

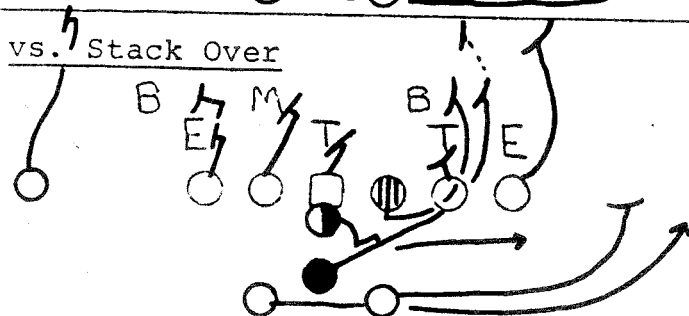
vs. Over



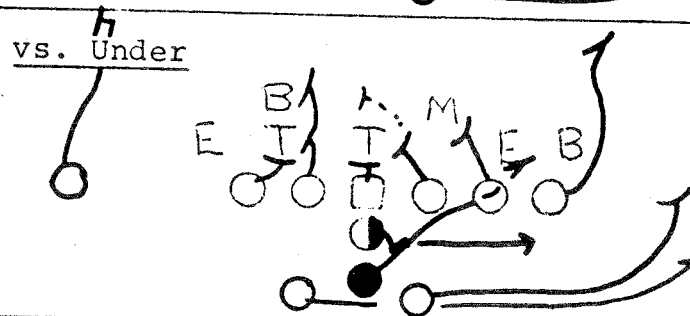
vs. 4.4



vs. Stack Over



vs. Under



Play Number

STATUE LEFT

Basic Blocking: REVERSE

Formations

Basic: 6

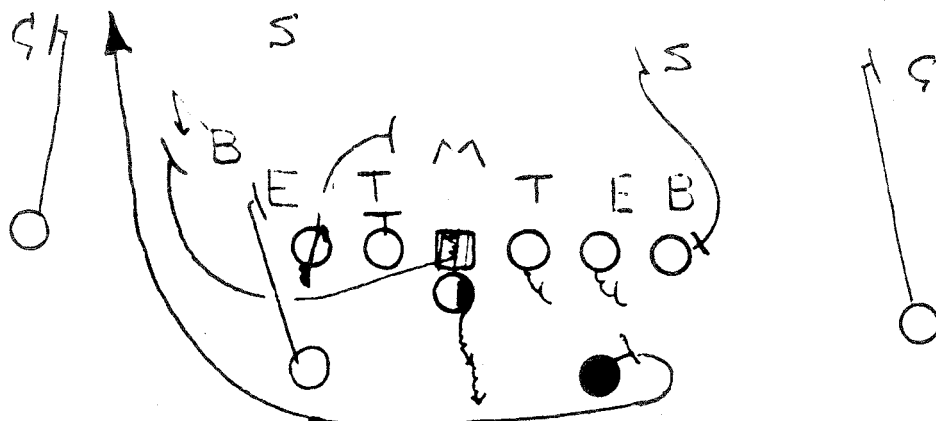
Others:

Blocking

Basic: Reverse

Others:

vs. 4.3



Ball Carrier: Pass - Pro - Set - Reverse toward QB - Take handoff - Read blocking for break.

Back : Aggressive cut block on DE - Cut away outside knee.

On Tackle : Quick pass = Pro - Set - Release inside - Block Mike.

On Guard : Aggressive pass - Pro block on DT.

Center : Pass - Pro drop - Adjust path on DE - Block Will.

Off Guard : Normal drop - Back pass - Pro on DT.

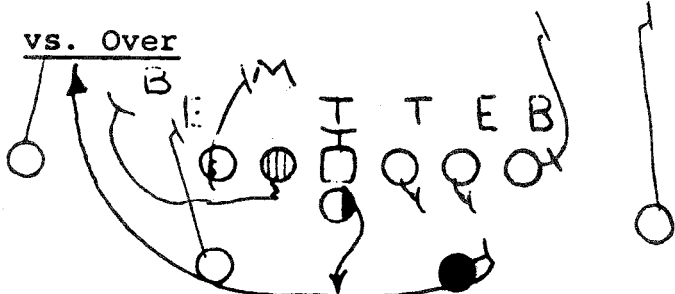
Off Tackle : Normal drop - Back pass - Pro on DE.

T : Slow block on Sam - Release and block Strong Safety.

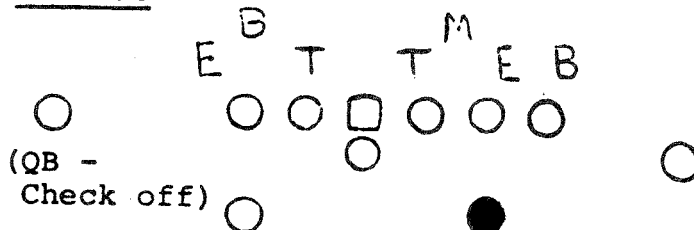
S : Crack approach - block force man.

Wing : Block corner your side.

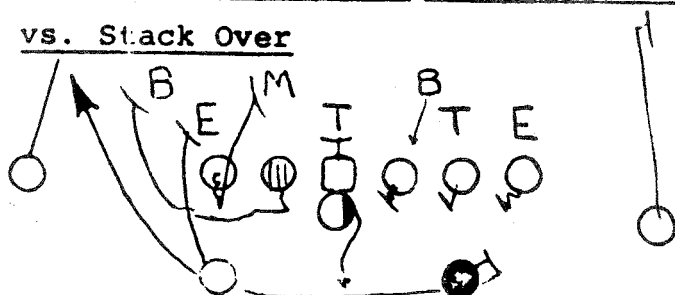
vs. Over



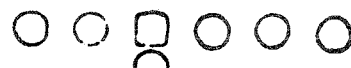
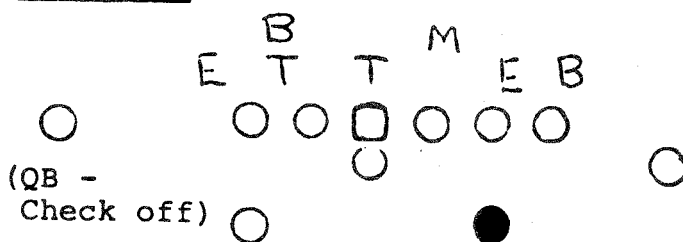
vs. 4.4



vs. Stack Over



vs. Under



Play Number

AT 9
FLOW 38-WING REVERSE

Basic Blocking: REVERSE

Formations

Basic: 6

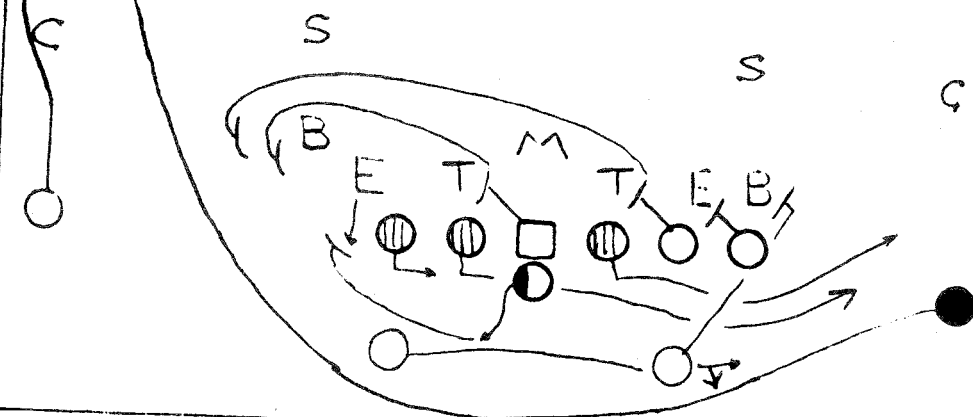
Others:

Blocking

Basic: Reverse

Others:

vs. 4.3



Ball Carrier: Run flow 38 - Time depth and handoff to Wings path.

Back : Bob block on Sam.

On Tackle : Block down - Stop penetration - Peel - Block to reverse side.

On Guard : Pull - Block flow 38

Center : Seal back on DT - Stop penetration - Pull block on Will.

Off Guard : Pull - Block flow 38.

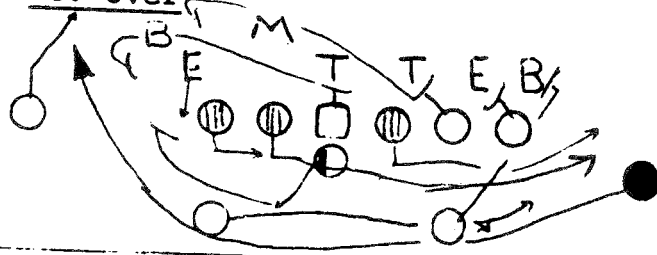
Off Tackle : Pull - Block flow 38

T : Block down on DE - Stop penetration - Sustain.

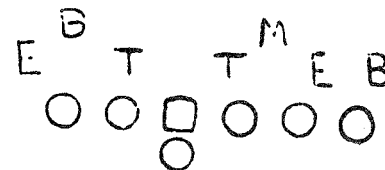
S : Run go pattern.

Wing : Reverse action - Take handoff from HB - Read blocking for cut.

vs. Over

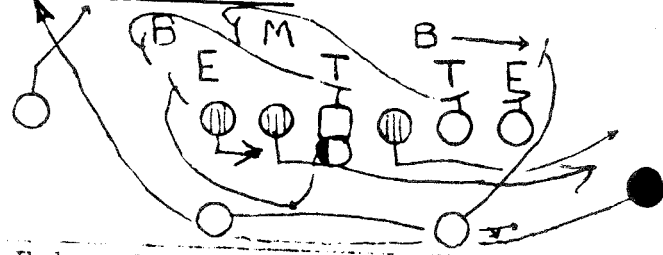


vs. 4.4

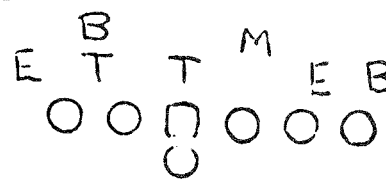


(QB -
Check Off)

vs. Stack Over

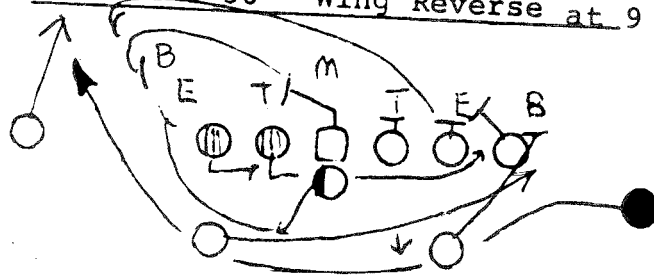


vs. Under



(QB -
Check Off)

Fake Flow 36 - Wing Reverse at 9



Formations

Basic: 2

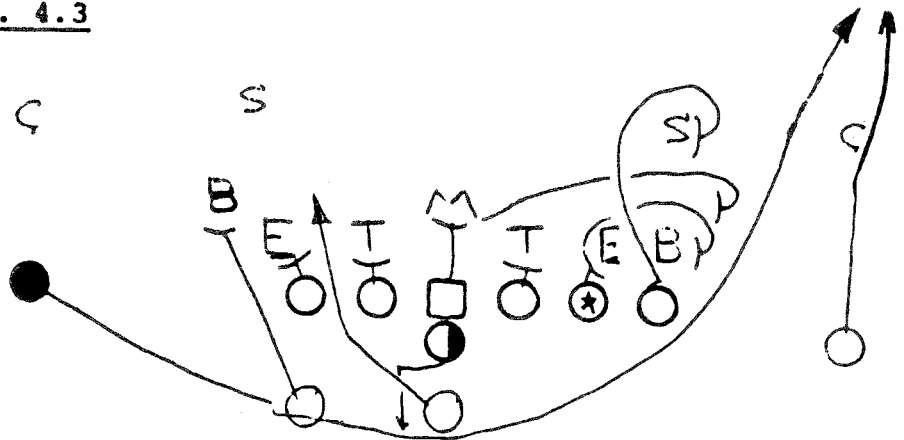
Others:

Blocking

Basic: Reverse

Others:

vs. 4.3



Ball Carrier: Fake Slant 15 - All out ball fake!

Back : Block Will.

On Tackle : Influence block DE - Release - Peel block on SLB.

On Guard : Explode into DT - Sustain - Contain.

Center : Uncovered man block on Mike - Release - Peel block.

Off Guard : Uncovered man block on Mike - Release - Peel block.

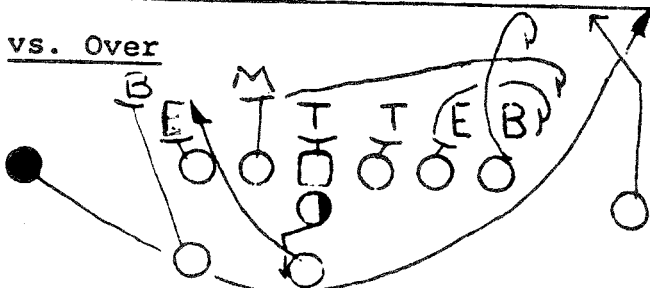
Off Tackle : Explode into DE - Sustain - Contain.

T : Best release - Block SS.

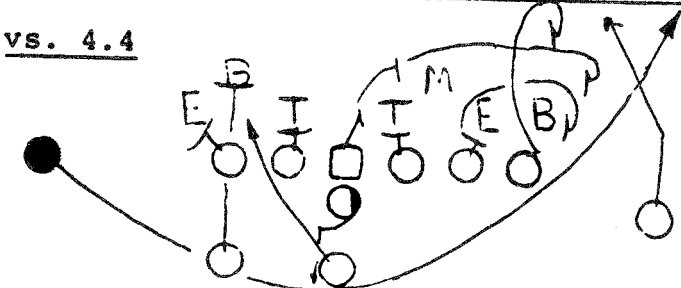
S : Belly and time depth of handoff - Read blocking for break.

Wing : Run go pattern.

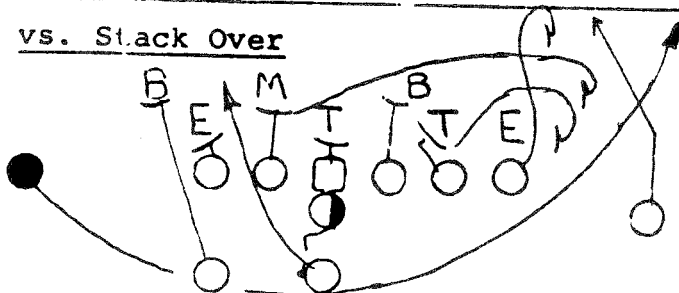
vs. Over



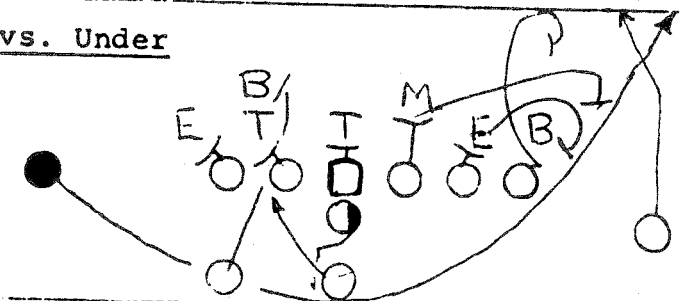
vs. 4.4



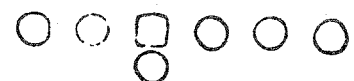
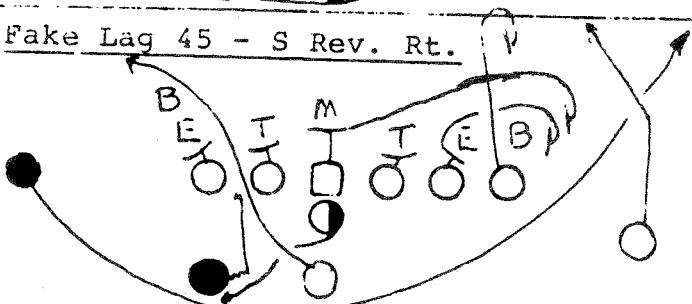
vs. Stack Over



vs. Under



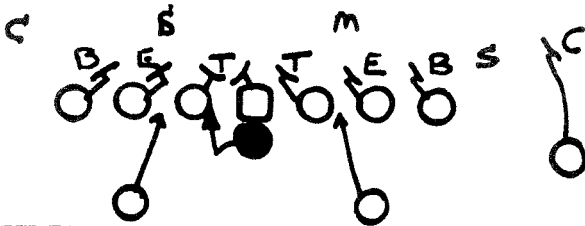
Fake Lag 45 - S Rev. Rt.



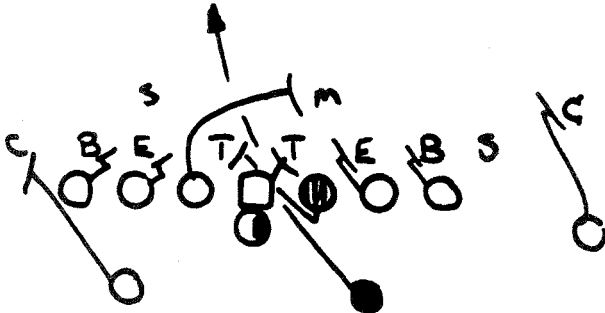
GOAL-LINE AND SHORT YARDAGE - OFFENSE

1974

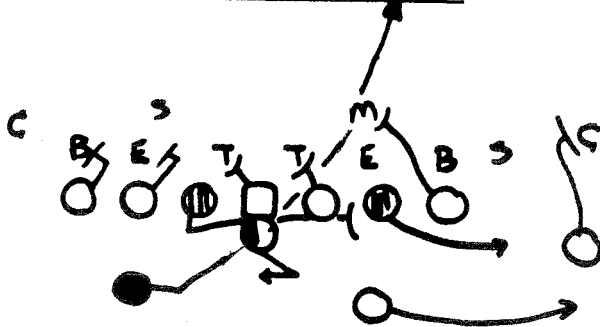
6 TIGHT - QB SNEAK



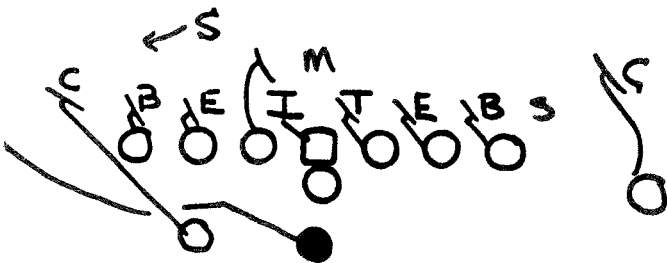
6 TIGHT - QUICK 33 TRAP



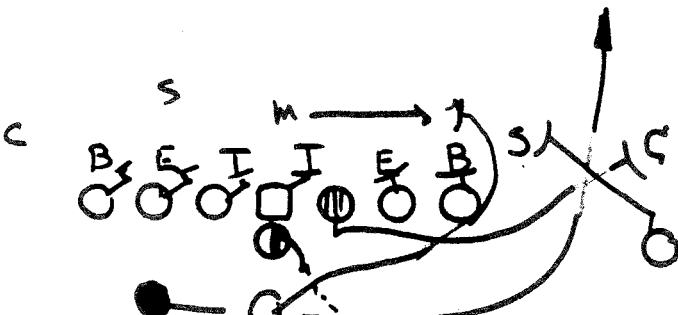
6 TIGHT - TOSS 34 I TRAP



2 TIGHT CLOSE - SLANT 19



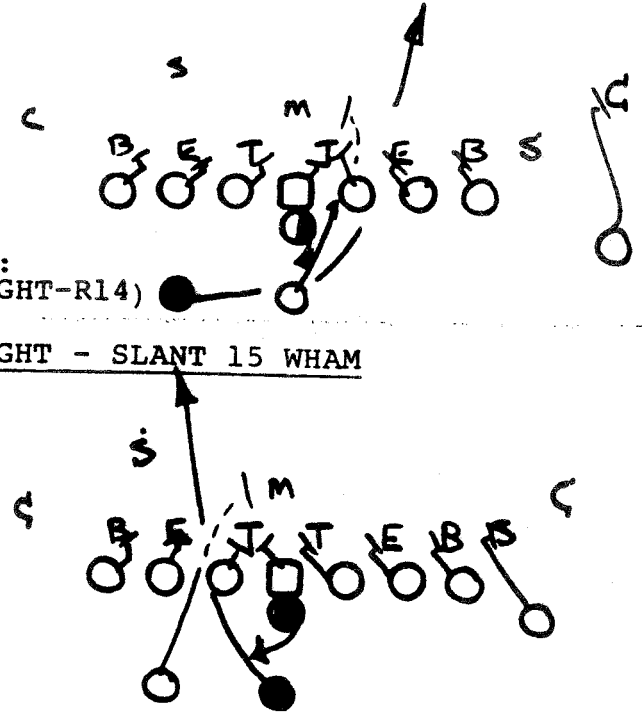
2 TIGHT - RIDE 38



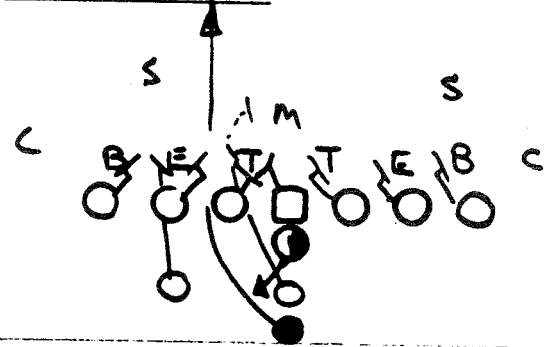
2 TIGHT - R34

(ALSO:
2 TIGHT-R14)

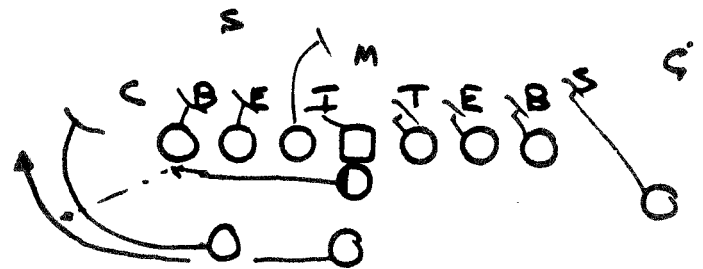
2 TIGHT - SLANT 15 WHAM



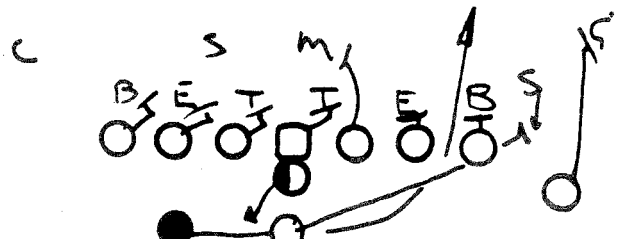
0 POWER - SLANT 35

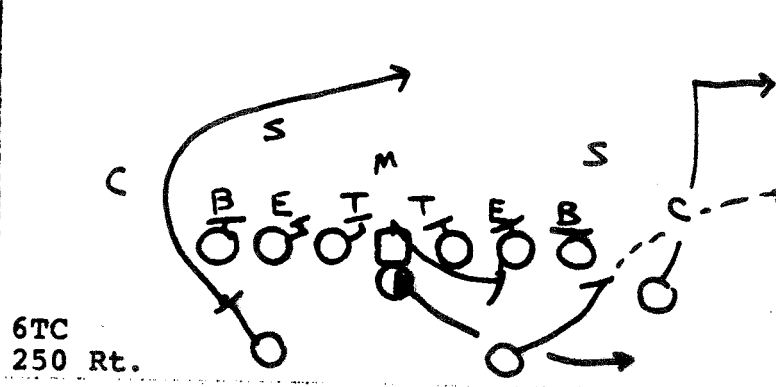
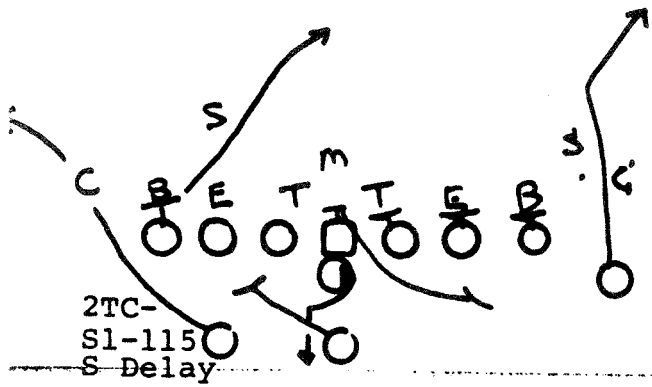
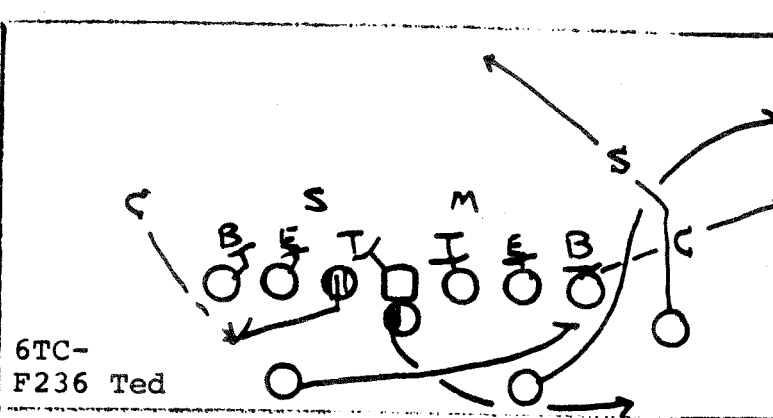
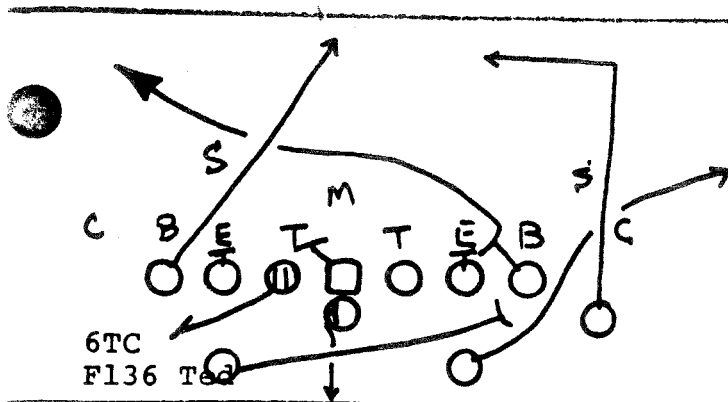


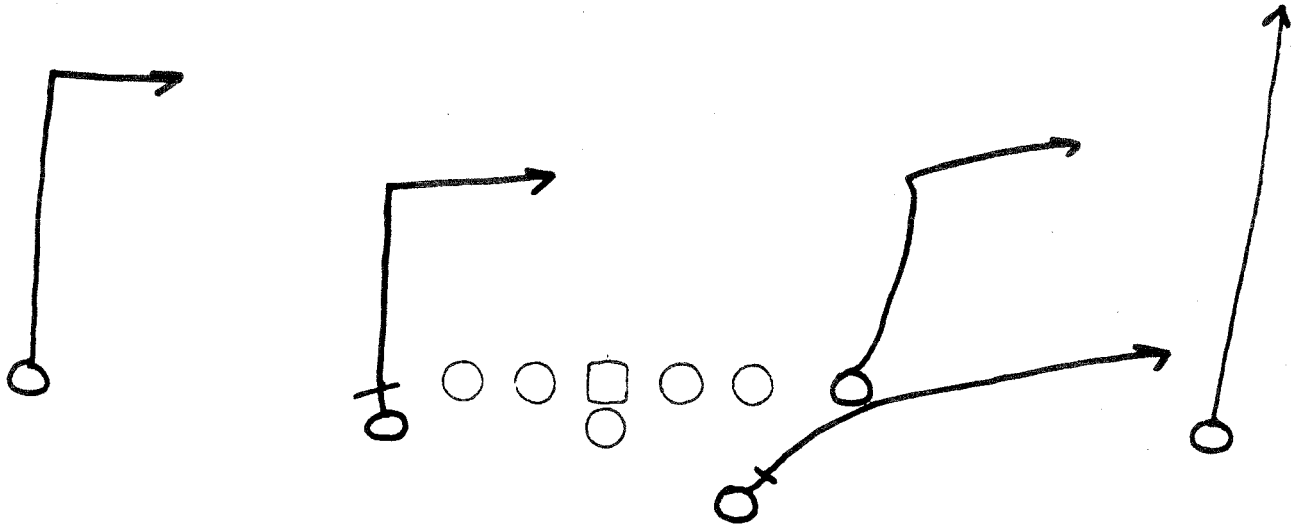
2 TC - 9 OPTION



2 TC - F36 BASE







QB - Use against 3 man lines - think T, H, Wing.

FB - Pick up Sam - run Flat.

HB - Pick up Will- run Cross - C.P.

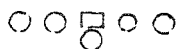
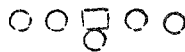
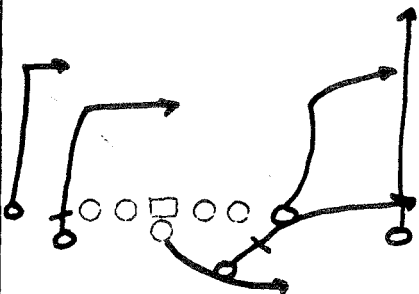
S - Run a Center - at 15 yds.

W - Run a Go.

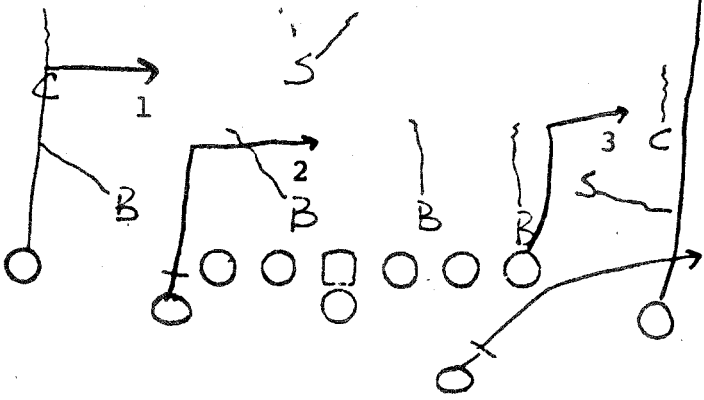
T - Best release - run an Out - C.P.

COMMENTS -

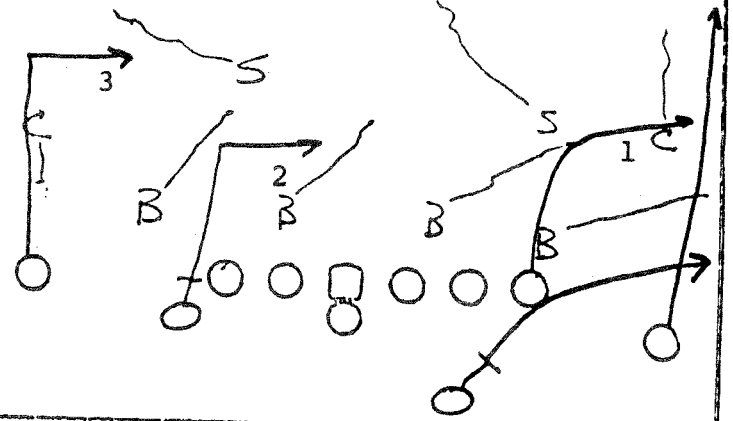
250 - Wing Go



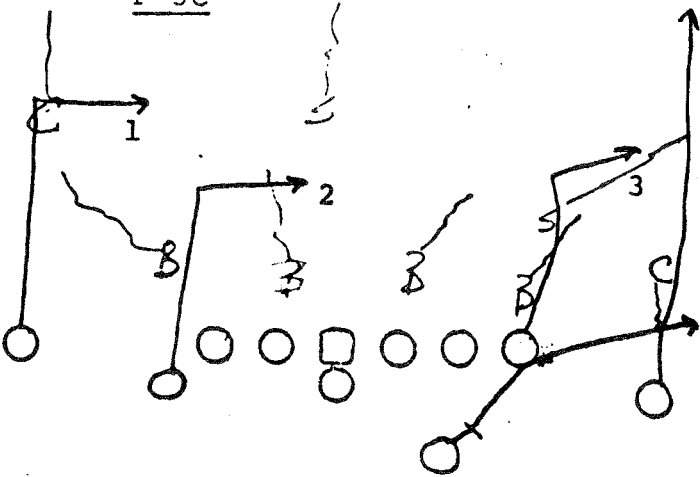
P-3



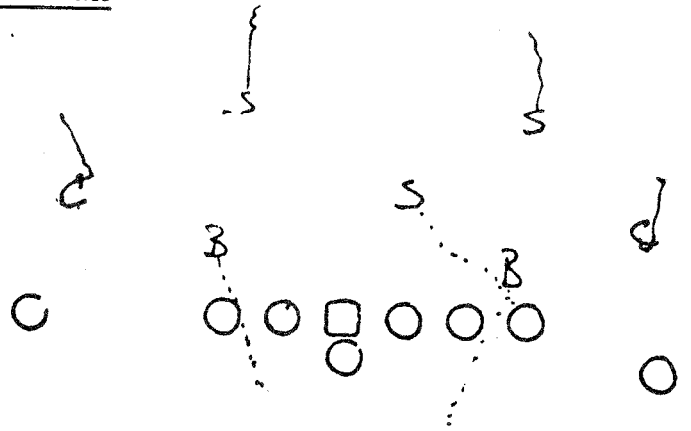
P-4



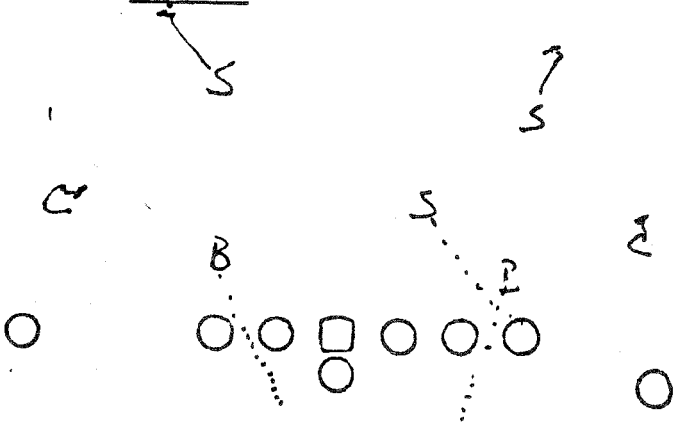
P-3C



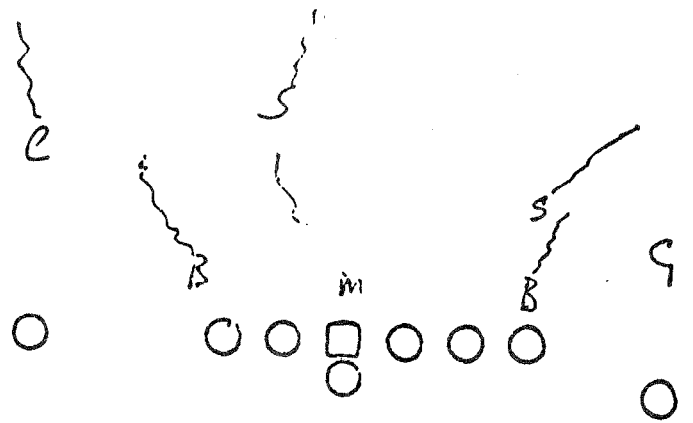
4-0
22 Man



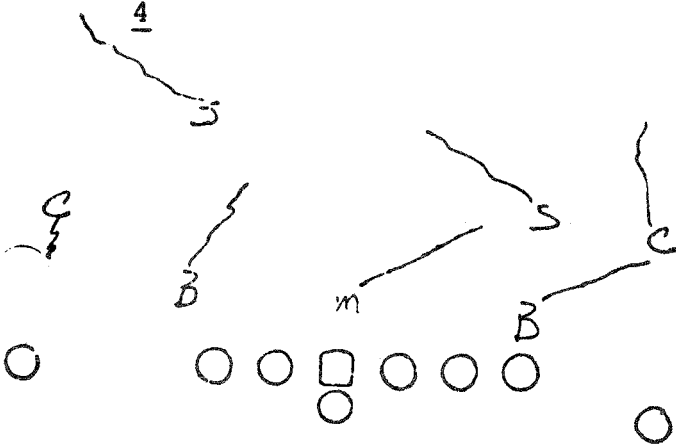
4-0
22 Z M



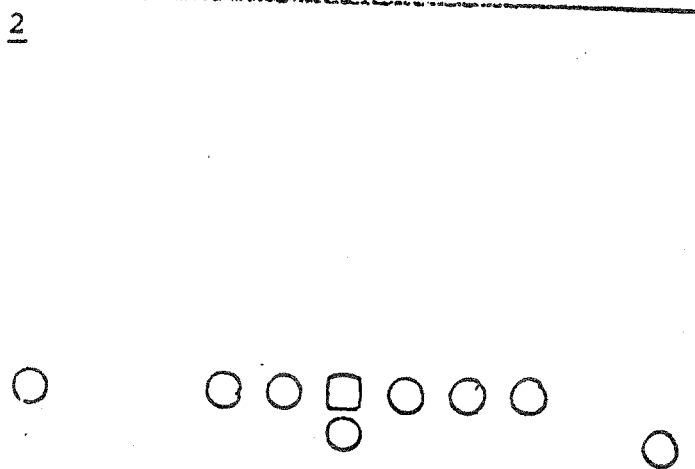
3C

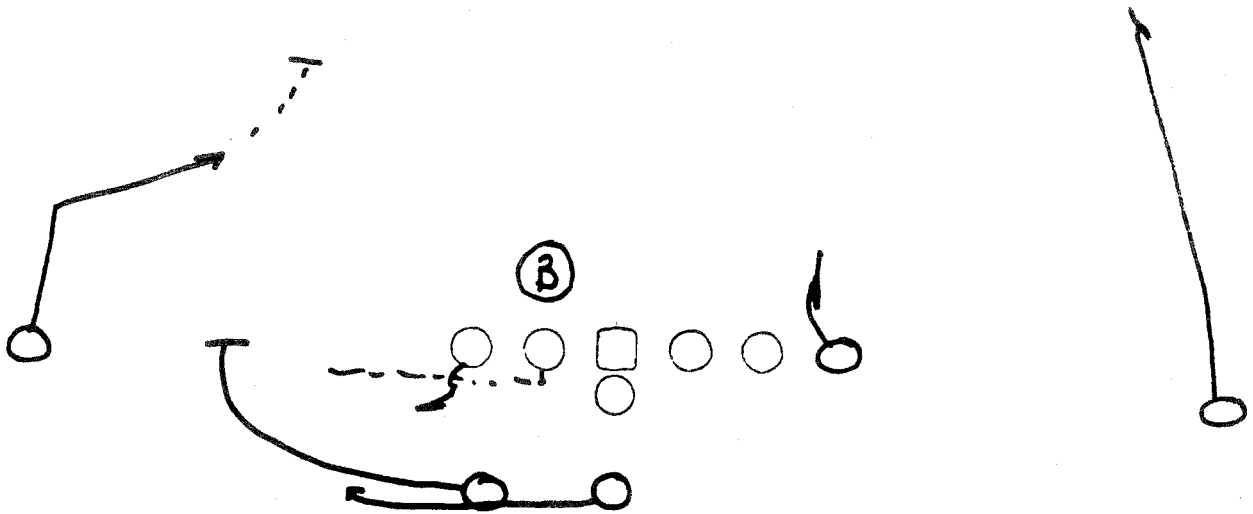


4



2





QB - Key Weak inside backer for Slant or Screen C.P.

FB - Run 578 QK.

HB - Run 578 QK.

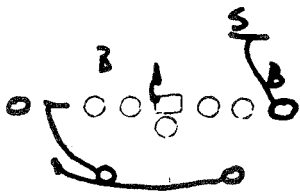
S - Run Slant - no ball block Safety.

W - Push deep third - Stalk block - inside technique.

T - Inside release - wall-off Sam.

COMMENTS -

578 QK. LT.



PLAY OF S. AND WING

I. Alignments - Normal splits for S. and Wing.

- A. If ball is on far hash - line up on outside edge of numbers on your side.
- B. If ball is in the middle of the field - line up 3 yds. outside the numbers on your side.
- C. If ball is on near hash - line up 3-6 yds. outside the numbers on your side.
- D. In Slot formation, Wing line up splitting the difference between Offensive Tackle and S.

You will, of course, vary your splits depending on formation and play called. From these various splits you will be called upon to perform varied blocks - approaching the man from different angles, and run varied pass routes against different looks in defensive alignments. With these two thoughts in mind, it is important that you get a good consistent stance, that will allow you to execute these things with little or no variance in your stance, because you don't want to give the play away by greatly changing your stance. It should be a stance that will allow you to release from your alignment either left, right, or straight ahead with maximum speed and quickness. Also your head and eyes should be pointed in the general direction of the Safety - this will allow you to see the defensive people and the ball at the same time. This will enable you to better read the defense and get off the line on the snap if you can't hear the Quarterback signals.

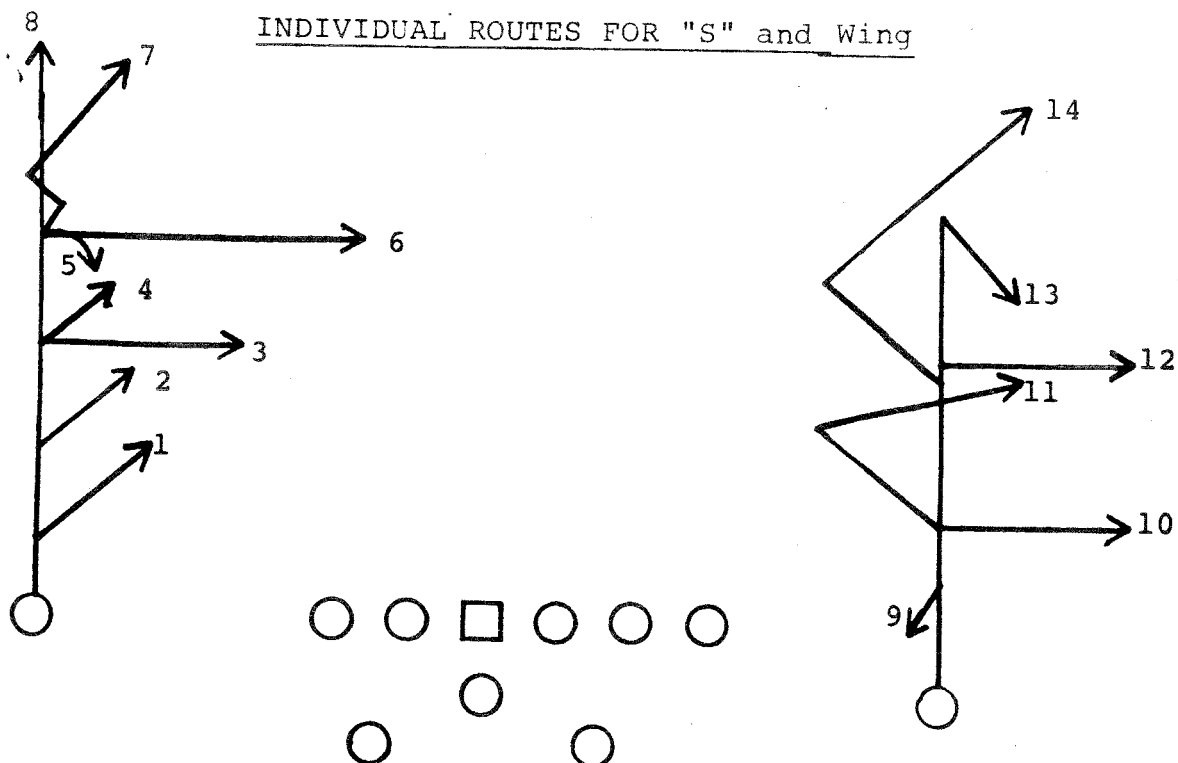
II. Blocking - Both S and Wing will be assigned a man to block on every running play. You will be responsible for keeping that man out of the play. Good hustle downfield means long gains and long runs for touchdowns. You will actually have more opportunities to contribute to this team by blocking than any other phase. If you average 65 plays per game - you will on the average have about 5-6 chances to catch a ball, about 15 no chance plays, where a play has taken place on the other side of the field before you can get there. That leaves you with 41 opportunities for blocking. Work at being a good blocker. To be a complete and winning football player at your position, you must be a blocker. That is what we want, complete and winning football players.

PLAY OF S. AND WING (Continued)

Blocking by S and Wing - has basically two parts:

- A. The Approach - the method used to get into position to block a man.
 1. Crack Approach - has a wide range in that it is the angle you must take to get into position to block either a Corner, Safety or Linebacker. The angle will vary with the alignment of the secondary and your blocking assignment.
 2. Read Approach - Will be used primarily when we get corner force by our split bump the Corner and force outside, and block the Safety. If they stay in Safety force - then come down and block the Safety.
 3. Veer Approach - Release 2-3 yds. outside getting upfield and outside position on man responsible for deep third. Maintain outside position and stalk block.
- B. The Block - the type of block used after getting into position. You will often make quick decisions on what type to use - as the method used might change depending on the reaction of the defender.
 1. Cut Block - Used when running with or toward a defender that is also running. Throw your body down at his legs and cut him down. The most important points here are not to throw too soon and do not throw too low. Get close to the man, do not slow down, use your speed and explode into the guy.
 2. Stalk Block - Used on a player who is playing soft or on a slow developing play, such as an End Sweep. After getting position on the man - give him one side - when he reacts, deliver a blow in the numbers and stay with him. Keep the pressure on him and feet and legs moving.
 3. Crack Back Block - Will be used when coming down on Linebacker or a walked up Safety. The first step should be a full speed one directly down the line - getting head in front of the man and seal the perimeter, not allowing penetration.

INDIVIDUAL ROUTES FOR "S" and Wing

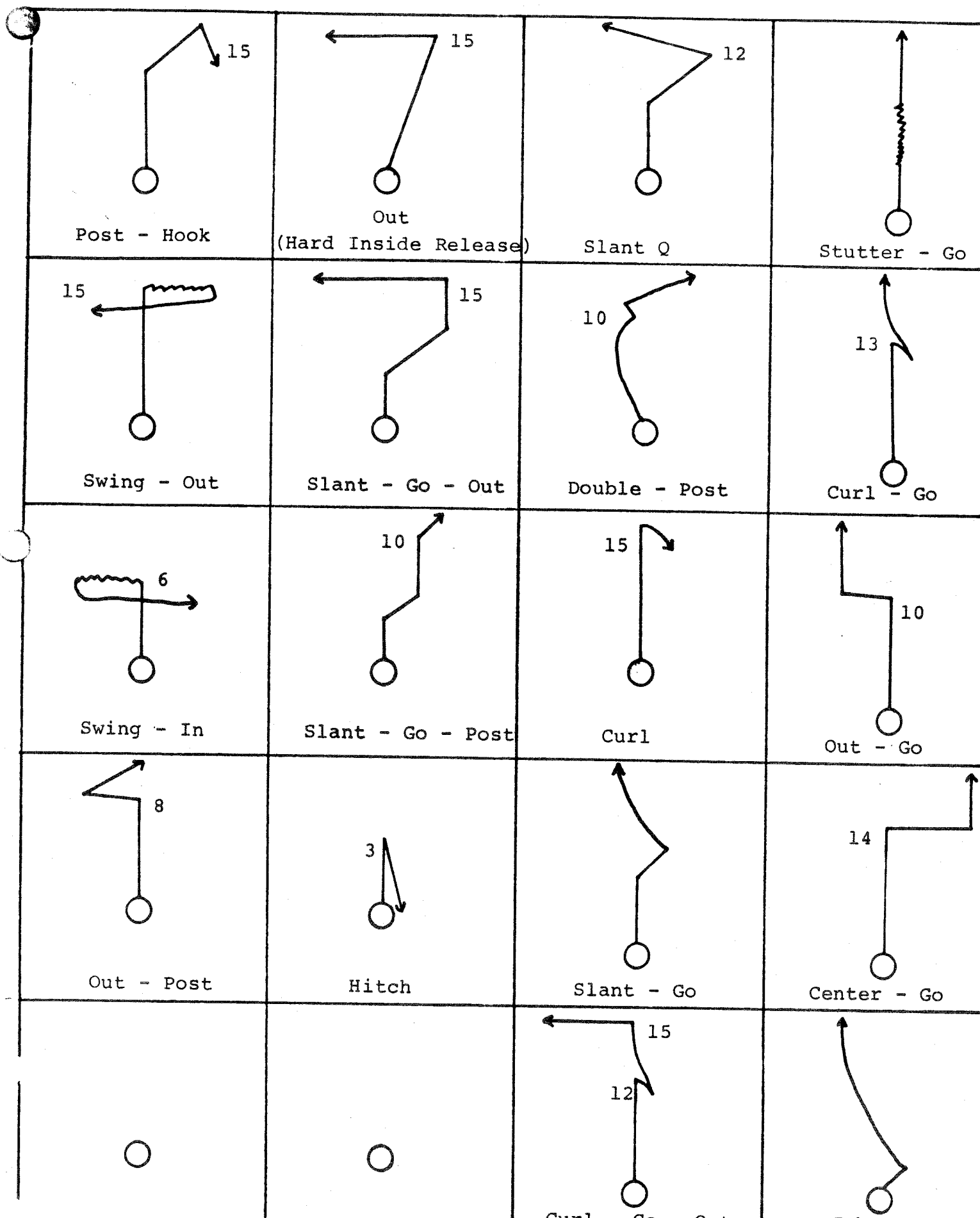


All routes may be utilized on both the Rt. and Lt. sides.

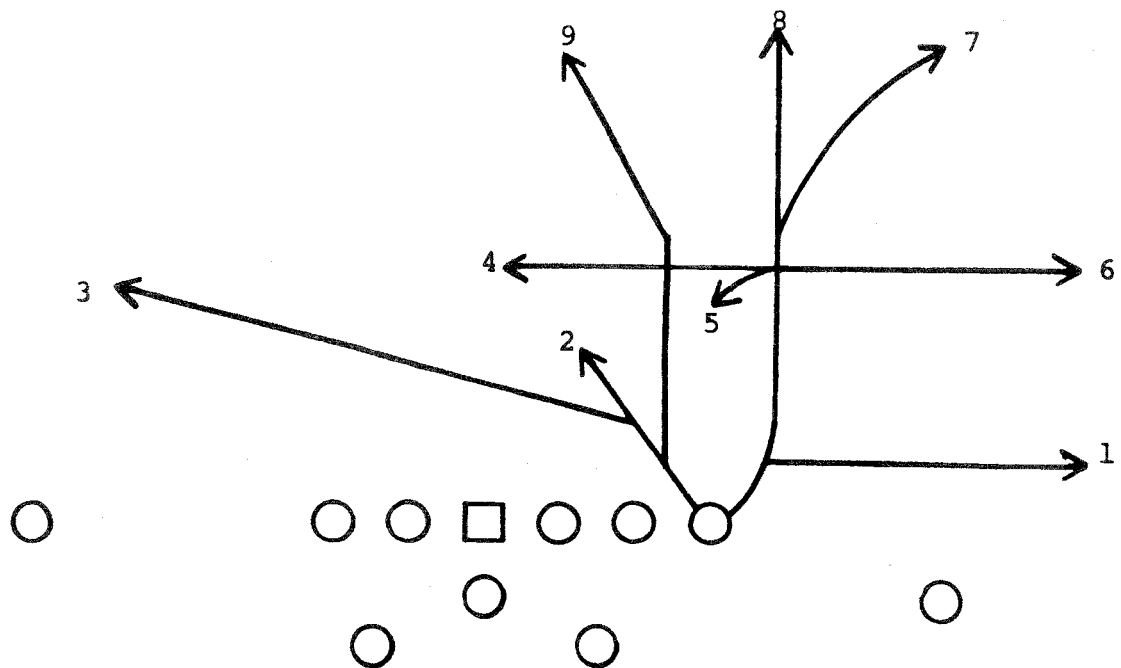
- 1 - SLICE - Release off line to depth of 2 to 3 yds. plant outside foot and cut sharply to inside at 45° angle.
- 2 - SLANT - Release off line to depth of 6 to 8 yds. plant outside foot and cut sharply to inside at 45° angle.
- 3 - IN - Release off line to depth of 10 yds. plant outside foot and cut sharply across field, avoid gaining ground upfield.
- 4 - POST - Release off line to depth of 9 to 11 yds. plant outside foot and cut sharply to inside at 45° angle.
- 5 - CURL - Release off line to depth of 15 to 17 yds. plant outside foot stepping back toward QB; if open, stay in open lane, if not open, work to next inside open lane.
- 6 - CENTER - Release off line to depth of 15 to 17 yds. plant outside foot and cut sharply across the field, avoid gaining ground upfield.
- 7 - Z-IN-DEEP - (ZID) Release off line to depth of 14 to 16 yds. weave three steps to inside then four steps outside to drive back inside and upfield looking for ball over inside shoulder.
- 8 - GO - Is route where we're trying to beat a man or defense deep - the method or move will vary with individuals.
- 9 - HITCH - Release off line two steps, then plant outside foot stepping back one step looking toward QB quickly for ball.

- 10 - QUICK-OUT - Release off line to depth of 6 to 8 yds. plant inside foot and cut sharply to outside.
- 11 - SLANT - Q - Release off line to depth of 5 to 6 yds., make break on slant route and on third step plant inside foot and break it off underneath defensive man to outside.
- 12 - OUT - Release off line to depth of 11 to 13 yds. plant inside foot and cut sharply to outside.
- 13 - COME-BACK - Release off line to depth of 18 to 20 yds. preferably to outside of DHB and plant inside foot and come back and out for ball.
- 14 - Q - Release off line to depth of 8 to 10 yds. and break in on post move; on fourth step in plant inside foot and break out and upfield - read DHB to determined depth of break.

Individual Routes for S and Wing
 Drawn in with Receiver on Left Side



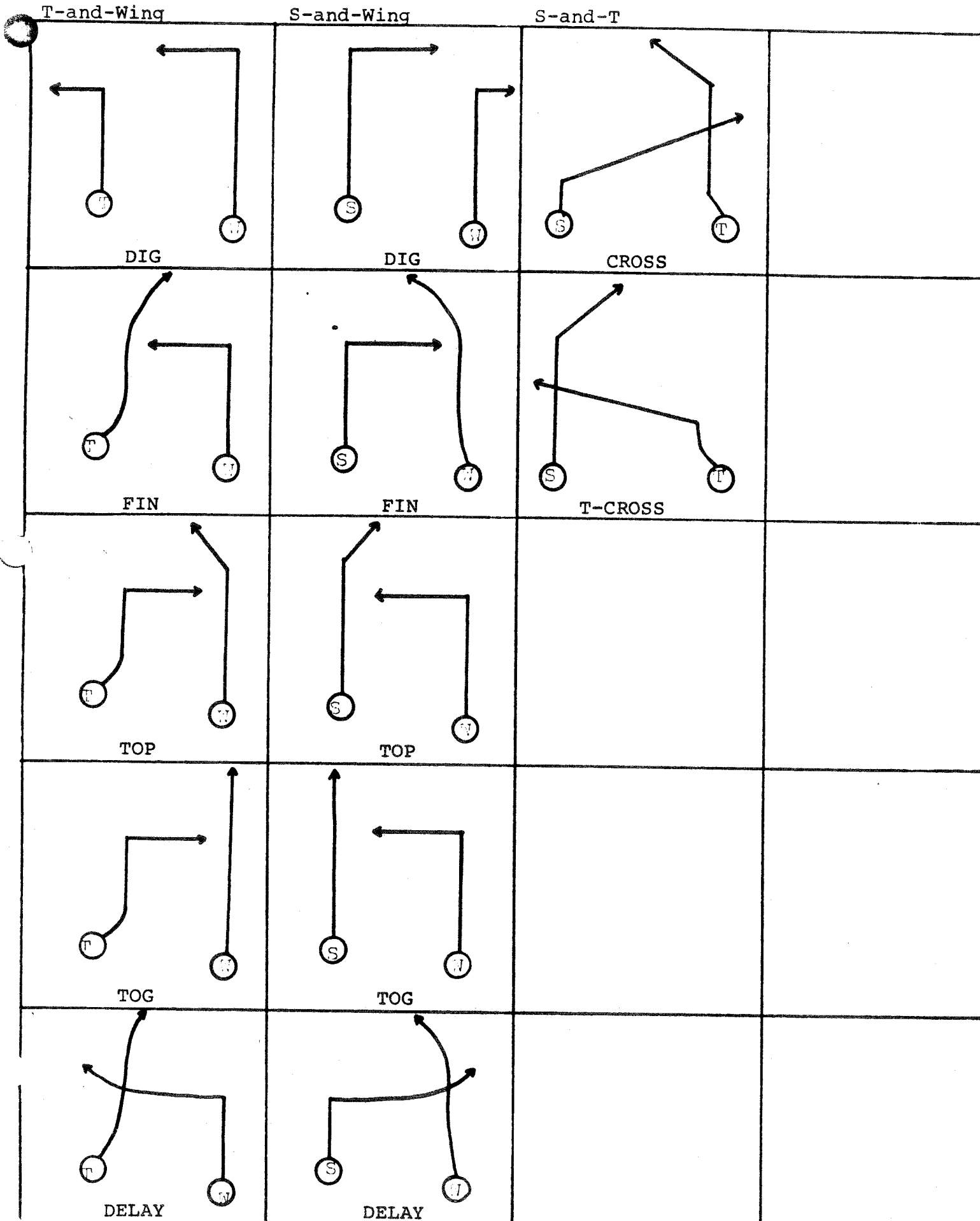
INDIVIDUAL ROUTES FOR "T"



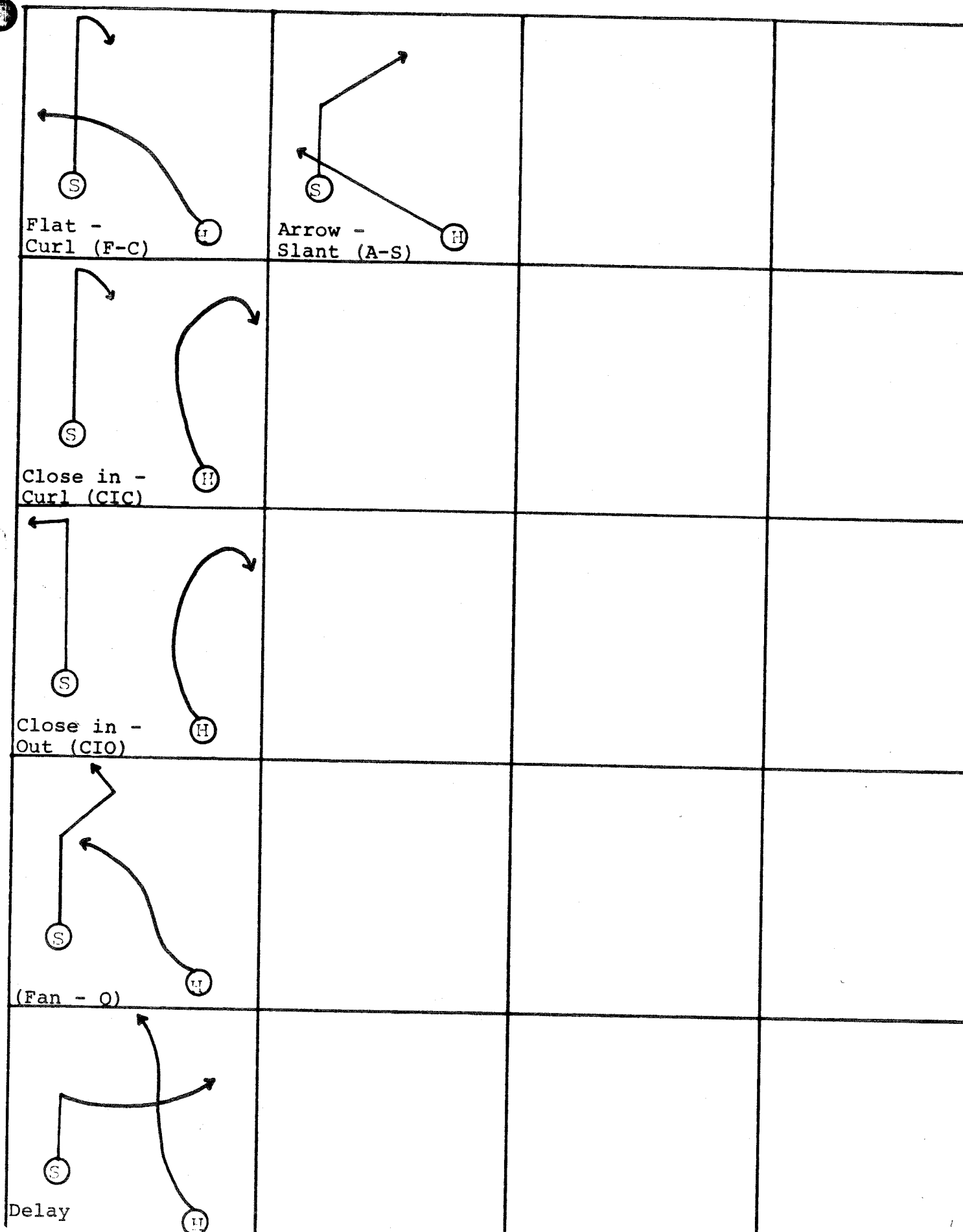
All routes may be utilized on both the Rt. and Lt. sides.

- 1 - DIAGONAL (D) - Outside release, on second step upfield plant inside foot and cut sharply to outside.
- 2 - LOOK - Inside release, look quick for ball, if ball doesn't show, continue with called pattern.
- 3 - CROSS - Inside release and upfield three steps, plant and run route to depth of 8 to 10 yds. over offside OT looking for ball and gaining ground upfield.
- 4 - CENTER - Inside or outside release, running to depth of 10 to 12 yds. plant outside foot and cut sharply across the field. Continue across field and avoid gaining ground upfield.
- 5 - CURL - Inside or outside release, run just like the Center route except now we want to hook it up in the open spot.
- 6 - OUT - Outside release, run to depth of 10 to 12 yds. plant inside foot and cut sharply to outside.
- 7 - FLAG - Inside or outside release, run to depth of 13 to 15 yds. and bend toward the area of the flag looking over outside shoulder.
- 8 - GO - Inside or outside release, and simply sprint - or, can be some kind of move to beat a man deep.
- 9 - POST - Inside or outside release - run to depth of 12 to 14 yds. plant outside foot and break at little more than 45° angle to inside.

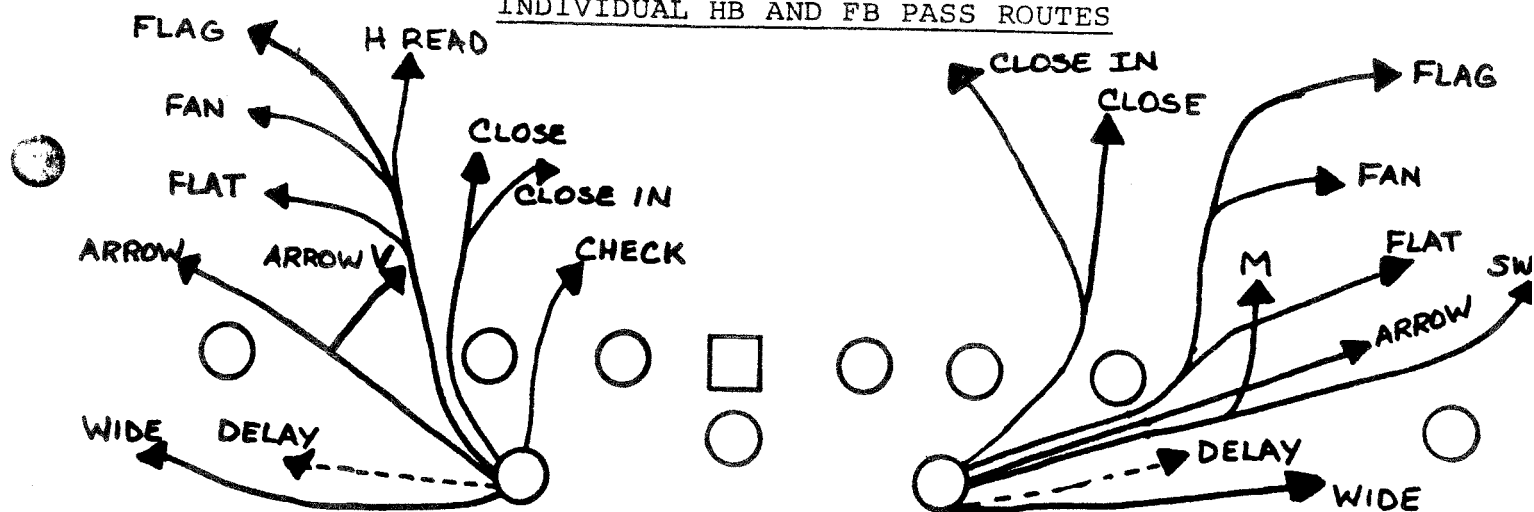
STRONGSIDE COMBINATION PATTERNS
DRAWN UP IN RIGHT FORMATION



WEAKSIDE COMBINATION PATTERNS
DRAWN UP IN RIGHT FORMATION



INDIVIDUAL HB AND FB PASS ROUTES



-
- WIDE - Run parallel to L.O.S. - Let sideline turn you downfield.
 - CLOSE - Run route inside TE release looking over inside shoulder - This route will be run off MLB.
 - MEDIUM - Run route between W & TE - Look over inside shoulder.
 - ARROW - A route to sideline at a point 2 to 3 yds. downfield over outside shoulder.
 - FAN - Run route outside TE like a Close to drive LB back at 8 yds. and break for sideline - Look over outside shoulder.
 - FLAG - Run a deep Fan pattern and break to Flag.
 - FLAT - Run route to sideline at a point 3 to 5 yds. downfield - Look over outside shoulder.
 - DELAY - Set to block - If your B'er does not come run delay wide.
 - CHECK - Set to block - If your B'er does not come delay through line between G & T.
 - GO - Can be added to almost all cuts - Break to goal line, look over inside shoulder.
 - SWING - Run route between a medium and wide - Get depth down the sideline as quick as possible.
 - CLOSE IN- Run route inside TE release and read middle LBer breaking in over middle.
 - H. READ - Run route 8 to 10 yds. - Use Close route approach and read LBer for your break in or out.
 - ARROW V - Starts like an arrow and then break back to a Close - All routes will be designated as to LBer pick-ups or Free release according to Pass Protection called!!

50 PROTECTION (Flare Control)

50 Pass Protection Flare Control with both backs picking up blitzing outside LBers to their respective sides and helping out in specified areas if no blitz occurs. It is our maximum protection with 3 man pattern (TE - Wing and Split End).

Variations of 50 Protection can be called as needed:

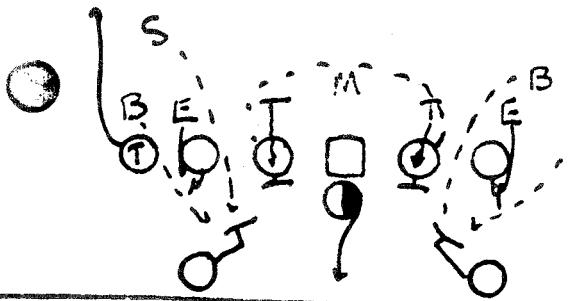
- A. Counter 50 - Used from 0-1-2-3-8-9 formations - FB & HB exchange assignments FB & HB going to opposite sides if counter is called.
- B. 50 - Backs Cut - Backs will go to regular blitz pick-up. No blitz - backs will work outside and cut down DE's by cut block on outside knee.
- C. 50 - Triangle - If no blitz and if no variation is called - backs will keep relative position between OG & OT - picking up from inside out on any def. man.
- D. 50 - Semi - If semi is called - all O linemen will take on defense at the line with QB taking shorter 3 step drop.
- E. 50 - Backs Check- Backs check Blitz and quick breakdown - after 2 count delay - check thru G-T area.
- F. 50 - Backs Delay- Backs check blitz and quick breakdown - if none delay wide or delay M after 2 count delay.

(Strong Left)

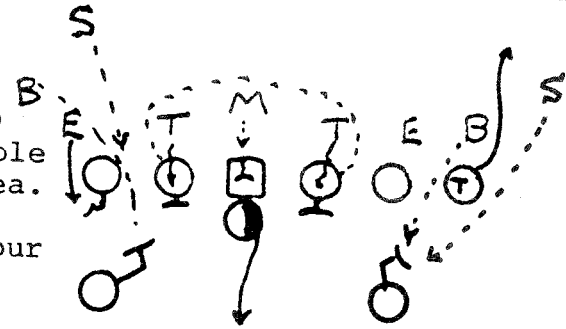
- 50' PROTECTION -

(Strong Right)

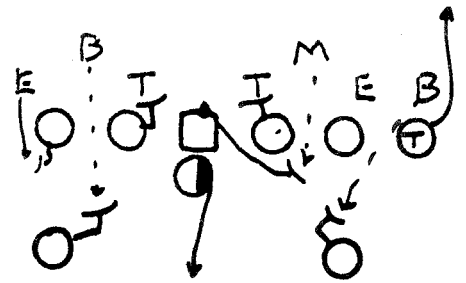
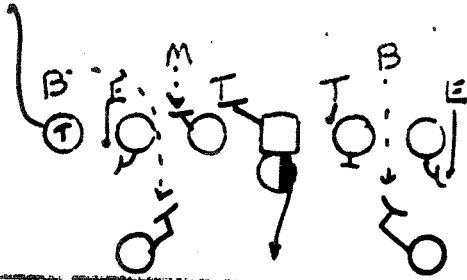
(4-3)



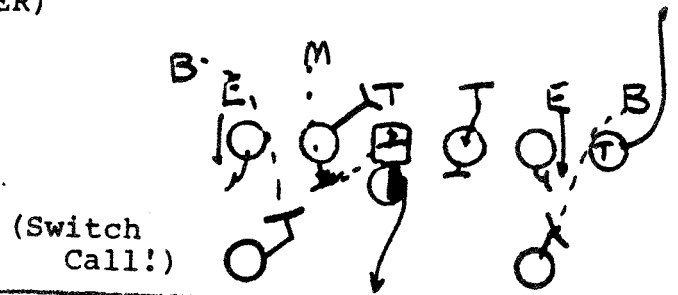
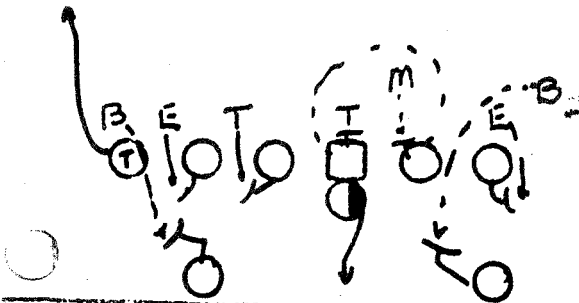
(Center Call-
I'm In)
C & G's-responsible
for DT's & M - Area.
Backs on LBers -
scan for Safety your
side.



(4-4)

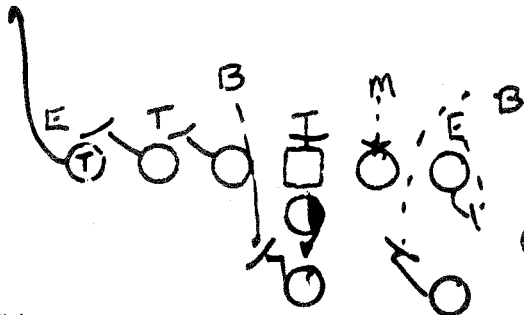


(OVER)

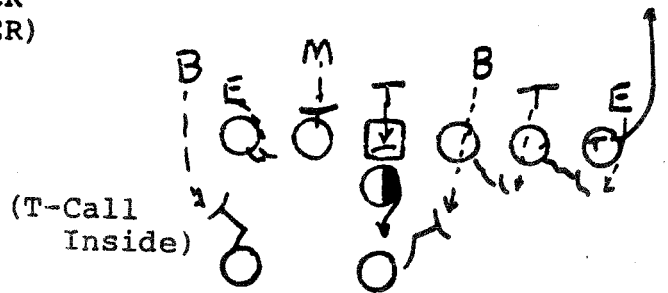


(Switch
Call!)

(STACK
OVER)

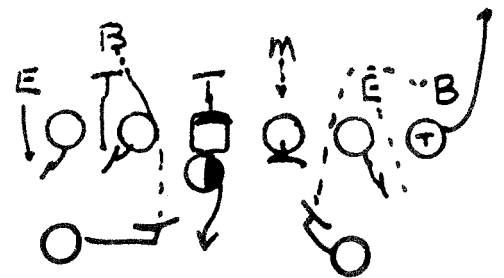
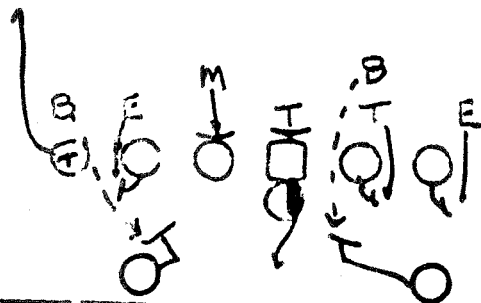


(T-Call
Inside)

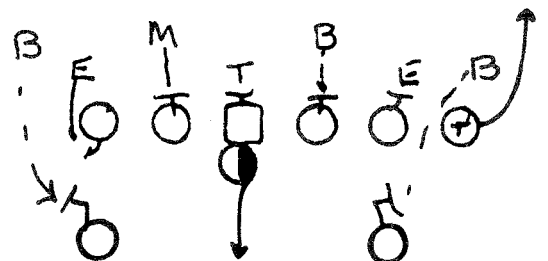
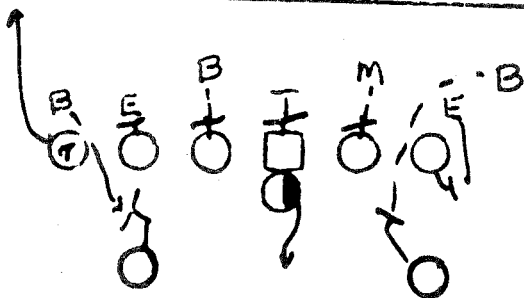


(T-Call
Inside)

(UNDER)



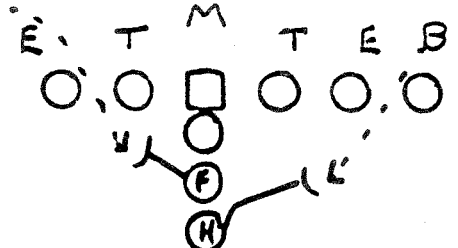
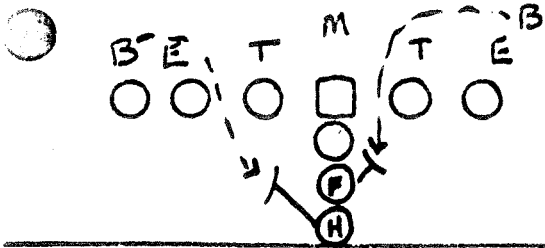
(3)



VARIATIONS OF 50 PROTECTION

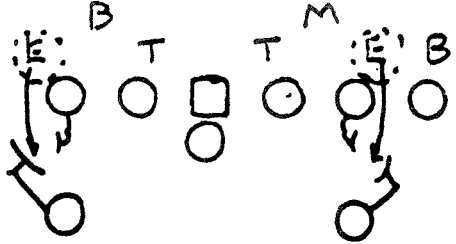
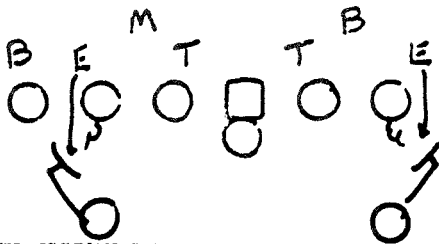
COUNTER 50

Used from 0-1-2-3-8-9
formations - FB & HB
exchange assignments
FB & HB going to
opposite sides if
counter is called.



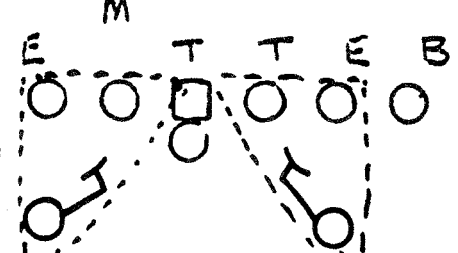
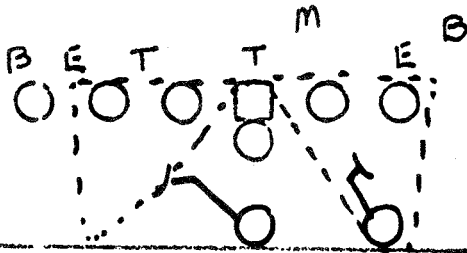
50 - BACKS CUT

Backs will go to
regular Blitz Pick-up.
No Blitz - Backs will
work outside and cut
down DE's by cut
block on outside knee



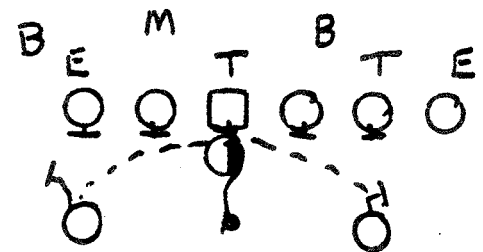
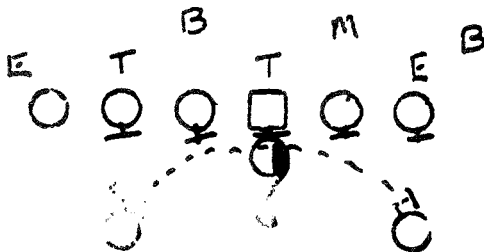
50 TRIANGLE

If no Blitz and if no
variation is called -
Backs will keep
relative position
between OG & OT -
Picking up from inside
out on any def. man.



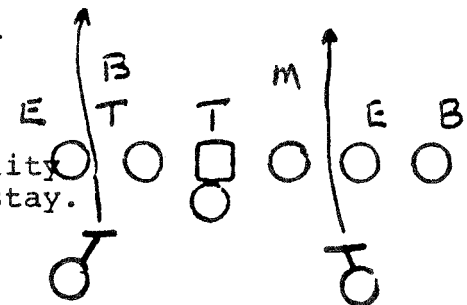
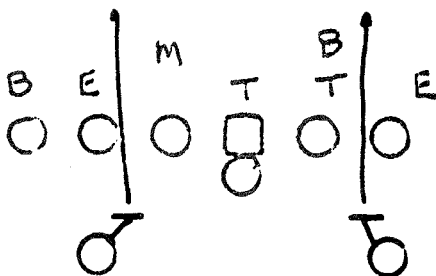
50 - SEMI

If Semi is called -
All O Linemen will
take on Defense at
the line with QB
taking shorter
3 step drop.



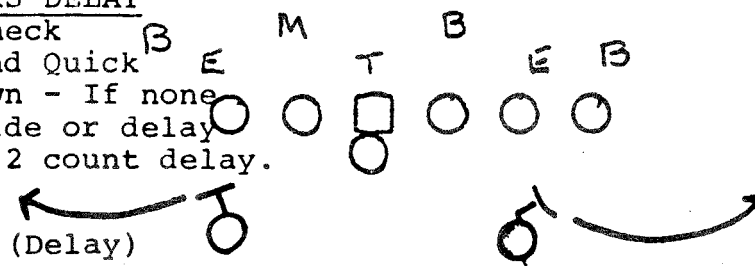
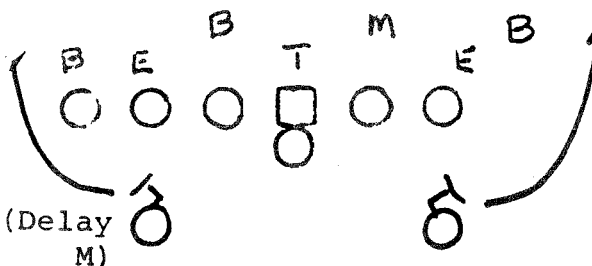
50 - BACKS CHECK

If Check is called -
Back or Backs will
Check Thru G-T area
after 2 count delay.
If Blitz responsibility
comes - Backs will stay.



50 - BACKS DELAY

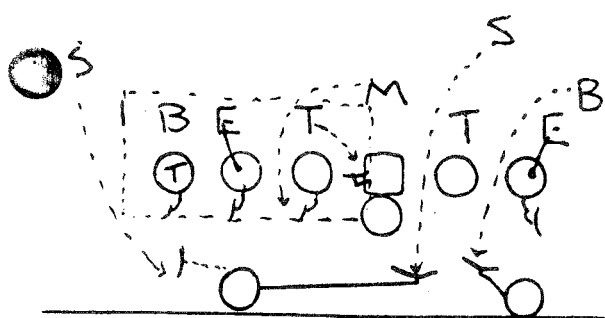
Backs check
Blitz and Quick
breakdown - If none
delay wide or delay
M after 2 count delay.



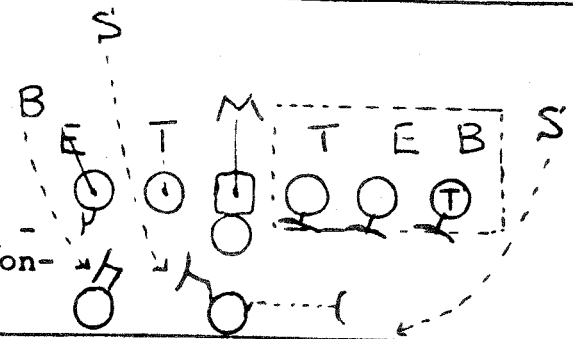
(Strong Left)

- 50 SLOW -

(Strong Right)

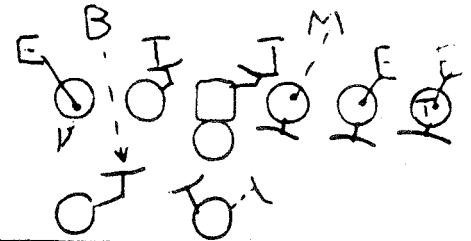
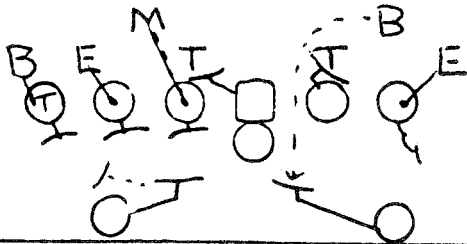


TE - Area Block
with T & G - Back -
on TE side - respon-
sible for both
Safeties

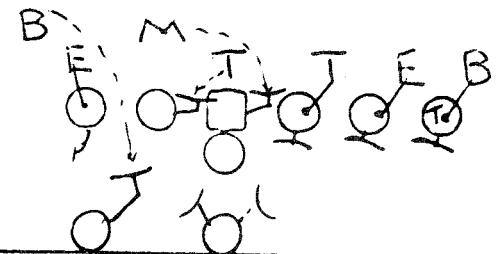
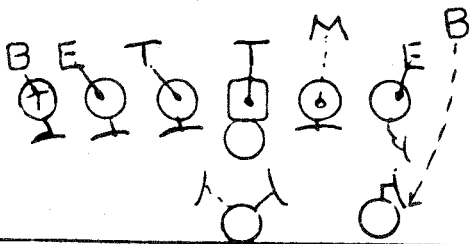


(4-3)

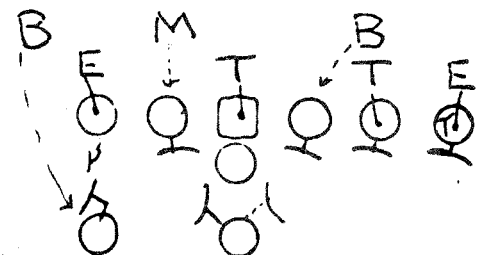
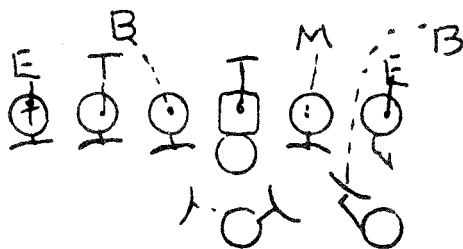
(4-4)



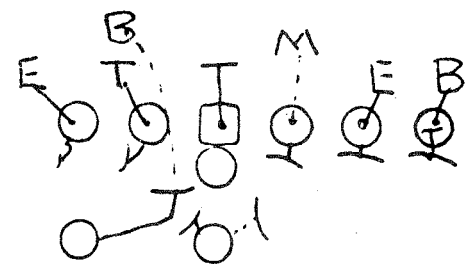
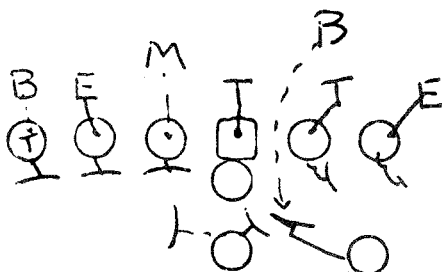
(OVER)



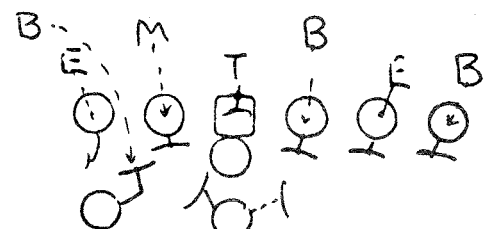
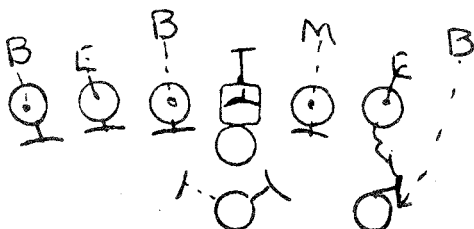
(OVER
STACK)

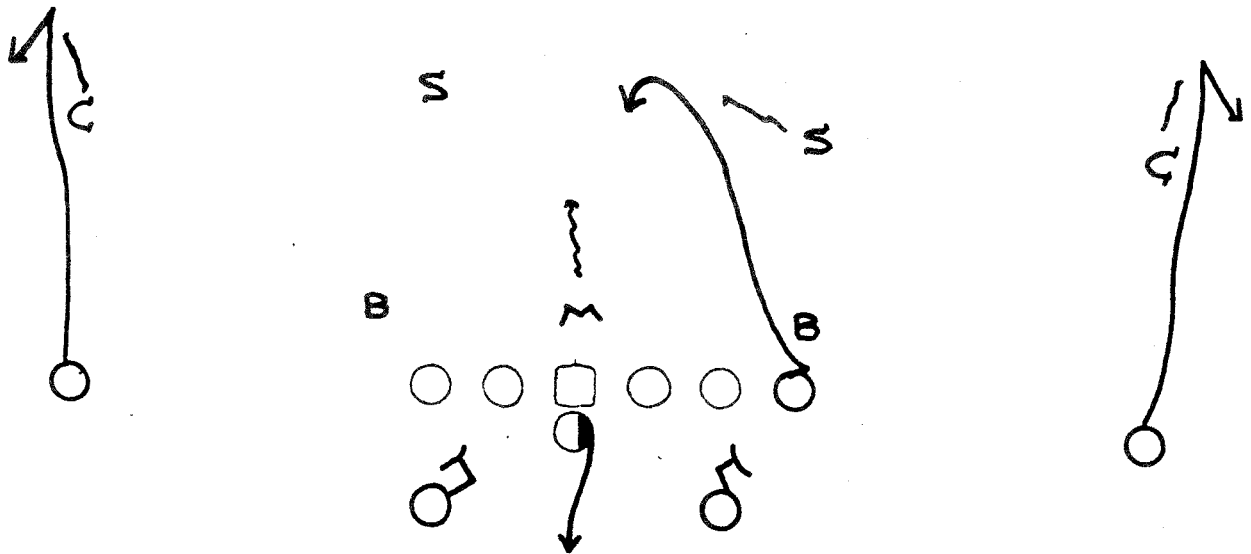


(UNDER)



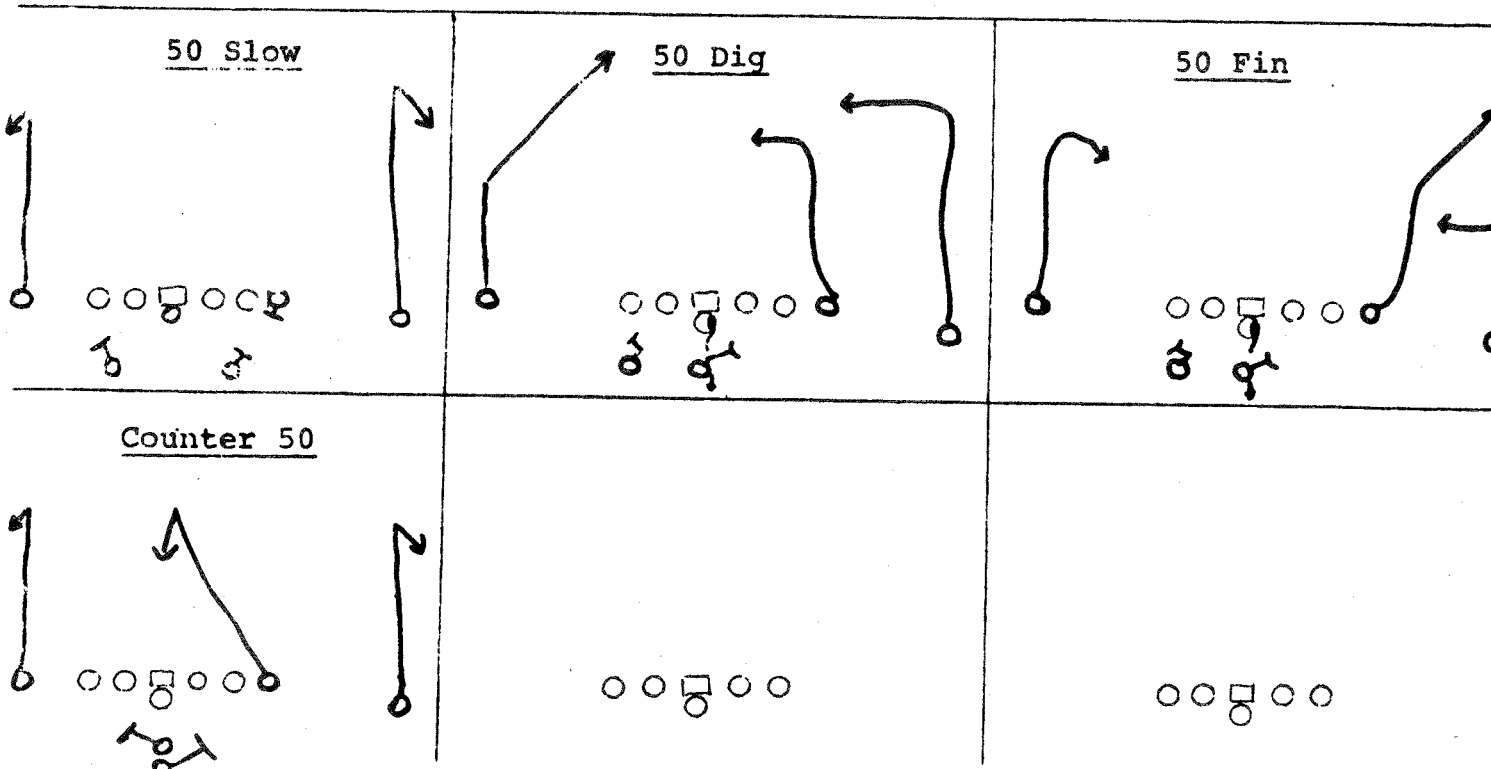
(3)





- QB - Pick a side - key Safety on that side for coverage.
- FB - 50 protection - pick up Sam - Safety your side - help where needed.
Alert for backs check or delay.
- HB - 50 protection - pick up Will - Safety your side - help where needed.
Alert for backs check or delay.
- S - Run comeback route (individuals can be called).
- W - Run comeback route (individuals can be called).
- T - Inside release - run Curl pattern at 15.

COMMENTS - Possible Backs check - Delay - Delay M - Backs cut - Possible 50 Slow.



A diagram of a 1D lattice with sites represented by circles. A central site is highlighted with a square. Various interactions and fields are indicated by arrows and labels:

- S**: Spin interactions between sites 1-2, 3-4, and 5-6.
- B**: Magnetic field interactions between sites 2-3 and 4-5.
- M**: Magnetic field interaction at the central square site.
- C**: Charge interaction between sites 5 and 6.
- Vertical arrows**: Indicate interactions or fields between the lattice and external reservoirs (represented by circles) at the bottom.

A diagram illustrating a branching structure. A central point labeled 'M' is connected to two paths, 'C' and 'S'. Path 'C' starts at 'M' and goes up and to the left, ending at a point labeled 'B'. Path 'S' starts at 'M' and goes up and to the right, ending at a point labeled 'B'. The paths are represented by curved lines. Below the central point 'M', there are several small circles and a small square, possibly representing a sequence of events or a timeline.

A hand-drawn diagram of a river system. A central horizontal channel is labeled 'M' and contains a square symbol. Several tributaries are shown: one labeled 'B' on the left, one labeled 'S' on the right, and another labeled 'S' further right. Arrows indicate the flow direction. The diagram is drawn on a grid of circles.

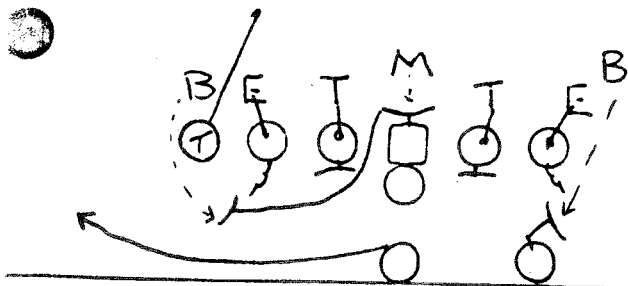
The diagram illustrates a sequence of shapes and transitions. At the bottom, there is a row of shapes: a circle, a circle, a square, a circle, a circle, and a circle. Above the square is the label 'M'. Above the first circle on the left is the label 'B'. Above the second circle is the label 'C'. Above the sixth circle is the label 'S'. Arrows indicate a path: one from the first circle to the second, one from the second circle to the square, one from the square to the fifth circle, and one from the sixth circle to the right. There are also arrows pointing from the labels 'B', 'C', and 'S' to their respective shapes.

62 PROTECTION (Flare Control)

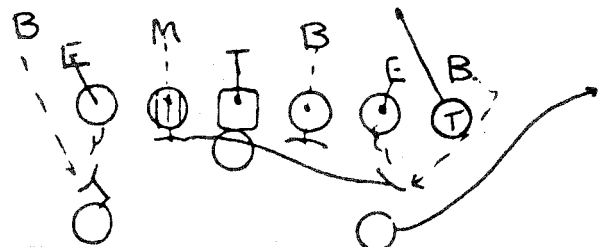
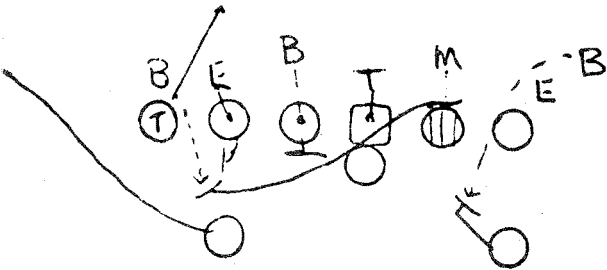
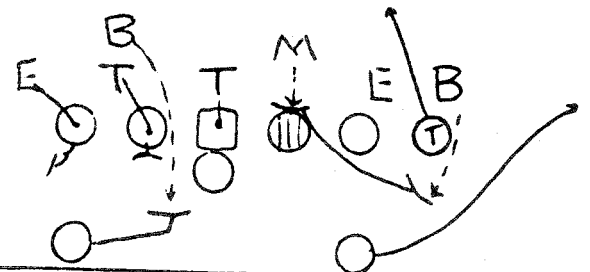
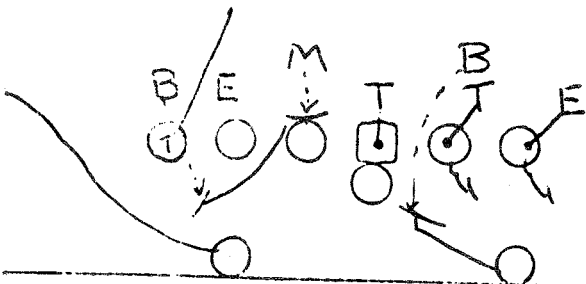
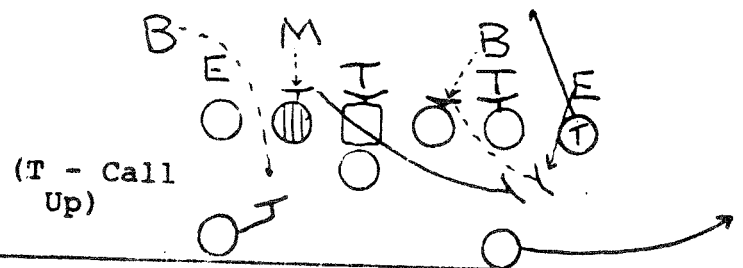
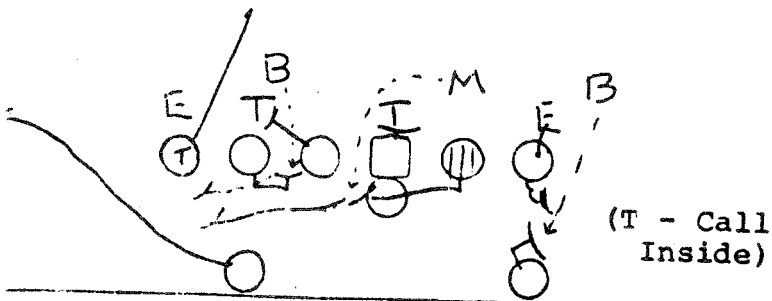
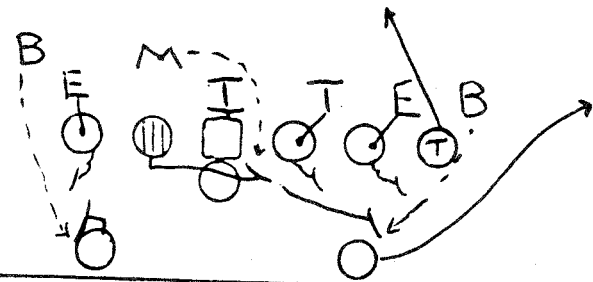
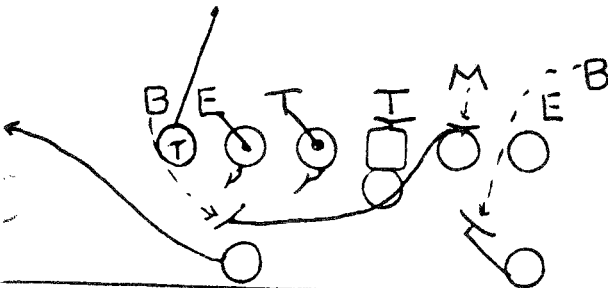
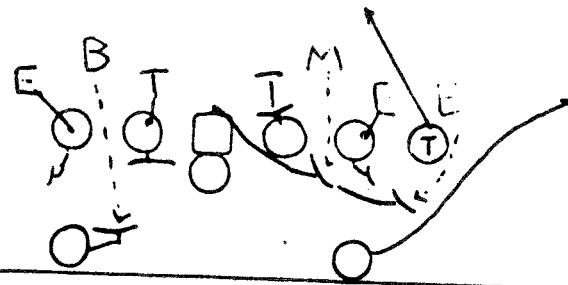
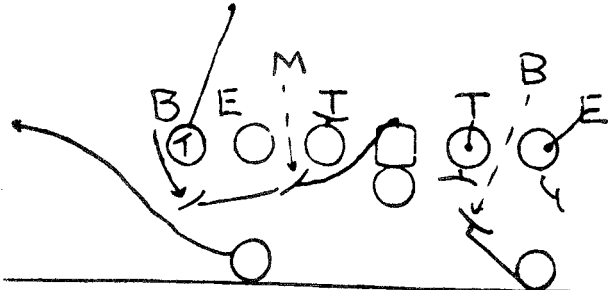
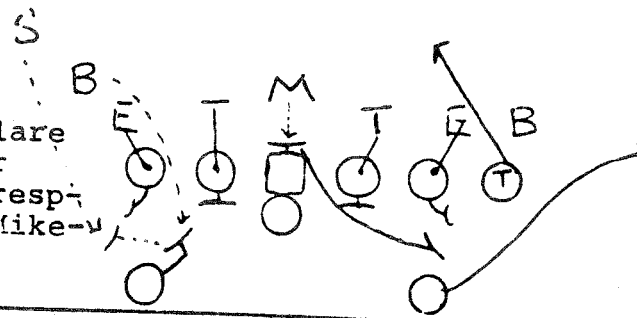
62 Pass Protection - Flare Control with the back (HB or FB) who is setting to the TE side of the formation having a free release into the pattern. He will release to the outside of TE into a designated route. The remaining back will pick-up the weakside LBer on blitz. If no blitz - he will work the weakside triangle unless called to check or delay into pattern. Semi can also be called by QB when needed.

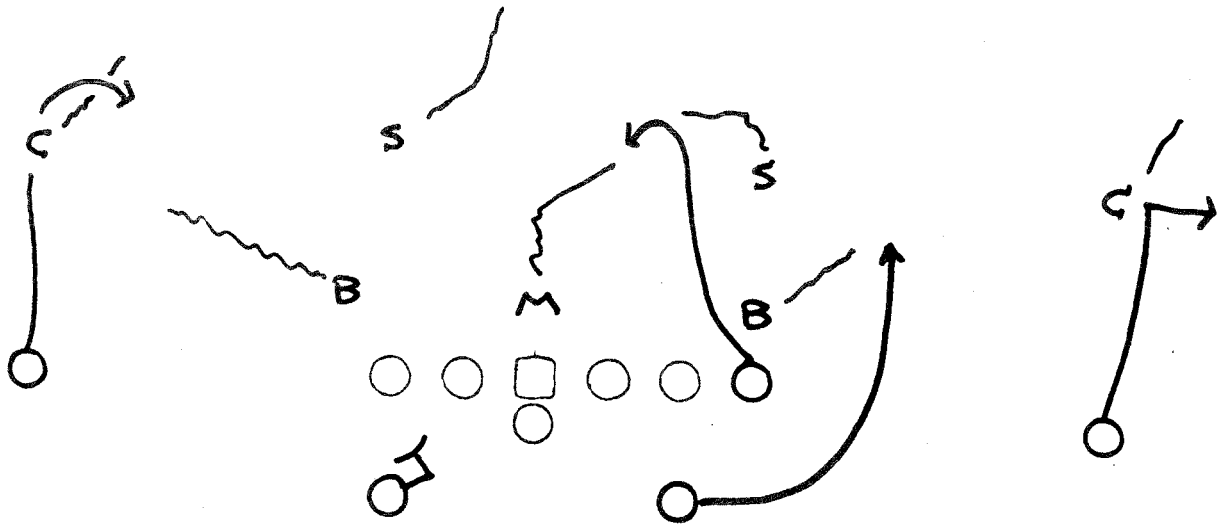
The uncovered inside lineman (center or either guard) will have dual blitz pick-up on 1) Mike 2) Sam

64 Pass Protection - Flare Control with the same pick-ups on blitz as 62 with the flaring back releasing inside the TE.



Strong-side Flare
outside, C or
uncovered G resp-
onsible for Mike-
Sam.





QB - Call semi - #1 Look-in - if not work to FB and Wing.

FB - Free release - run M pattern - look for ball quickly.

HB - Pick-up Will if blitz work Weakside triangle unless called into check o delay.

S - Run Curl route at 15 yds.

W - Run Out route at 12 yds.

T - Inside release - alert for look-in - wall-off Sam - run Curl pattern.

COMMENTS - QB call semi protection.

○ ○ □ ○ ○

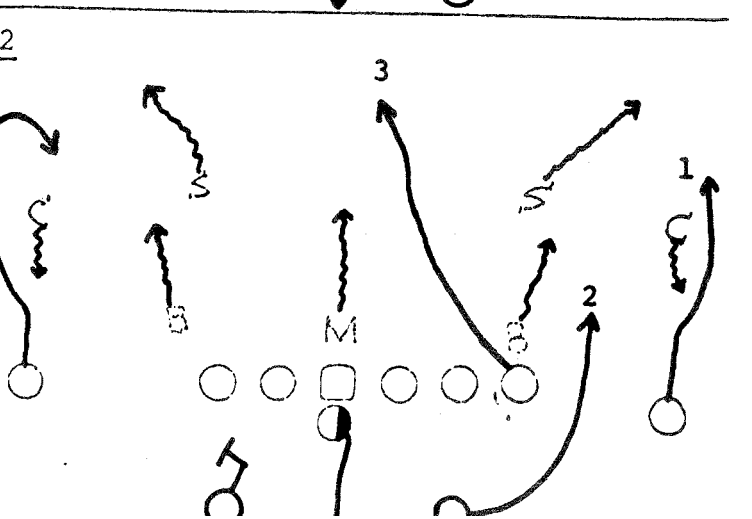
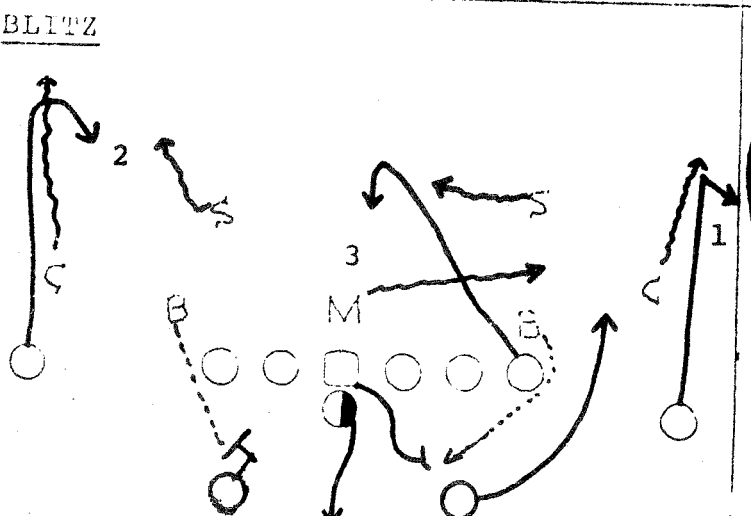
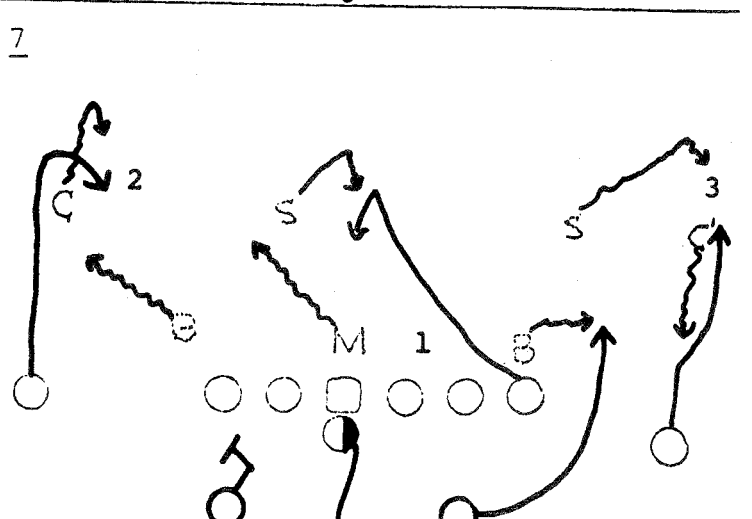
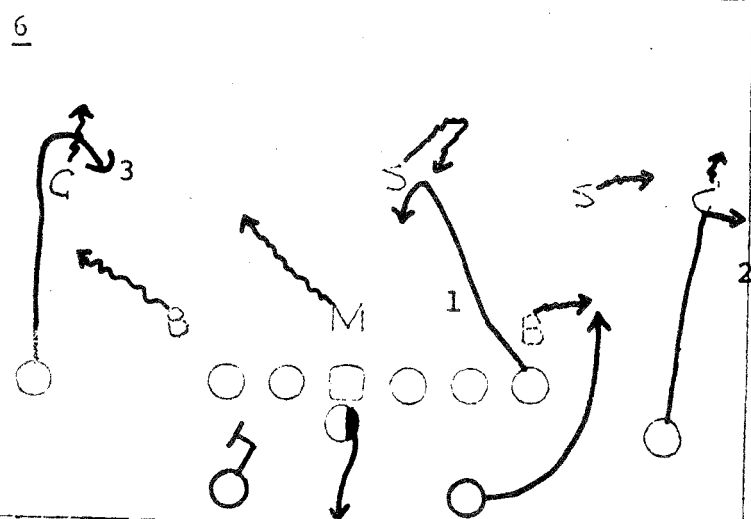
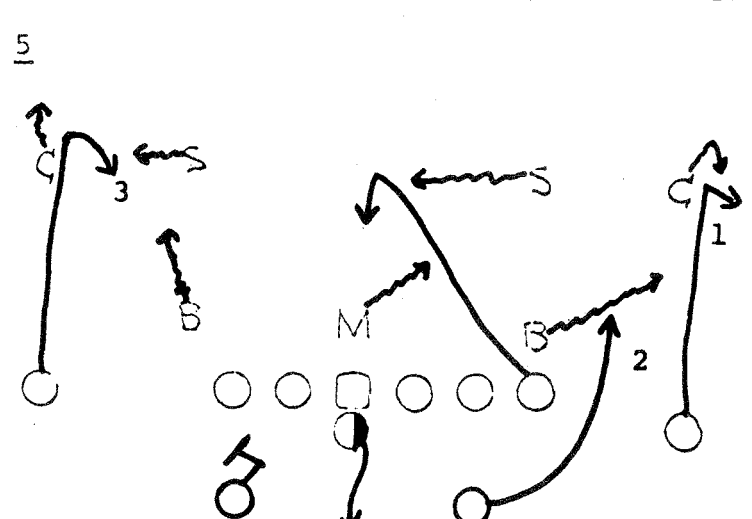
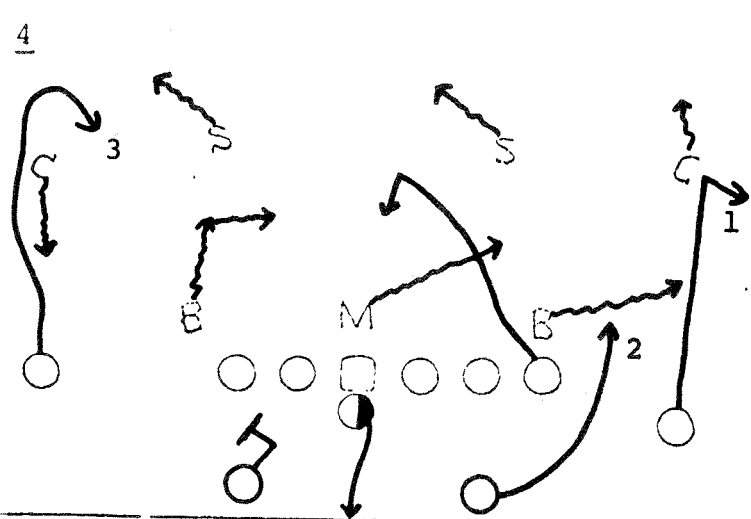
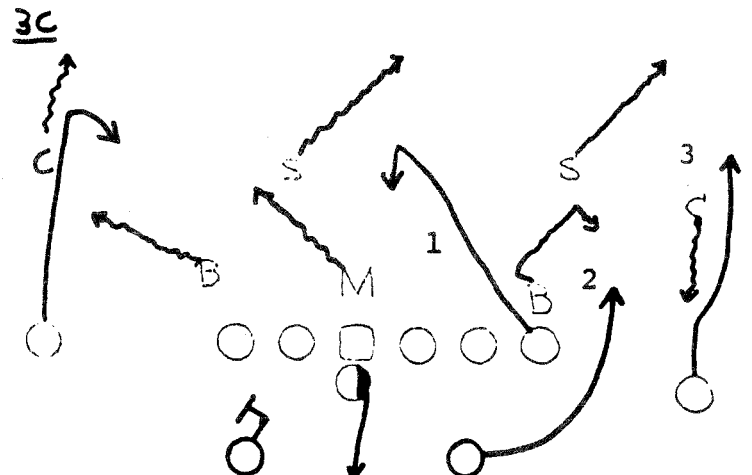
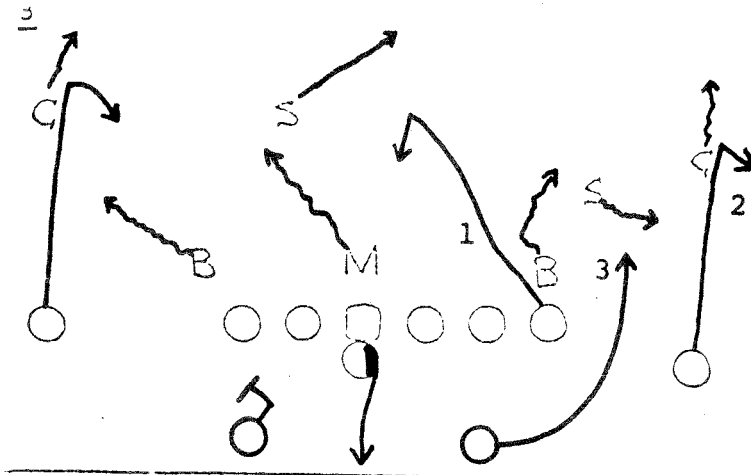
○ ○ □ ○ ○

○ ○ □ ○ ○

○ ○ □ ○ ○

○ ○ □ ○ ○

○ ○ □ ○ ○



(4-3)

S

Strong-side Flare
inside. Uncovered
man responsible
for Mike, Sam

(4-4)

(OVER)

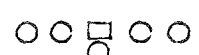
(STACK
OVER)

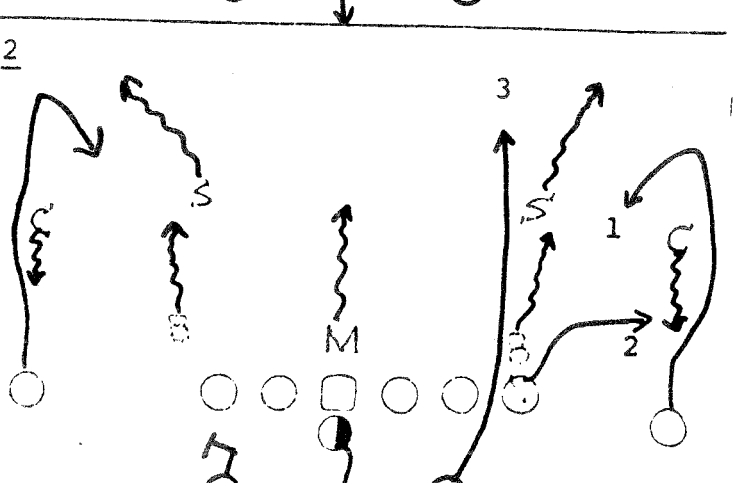
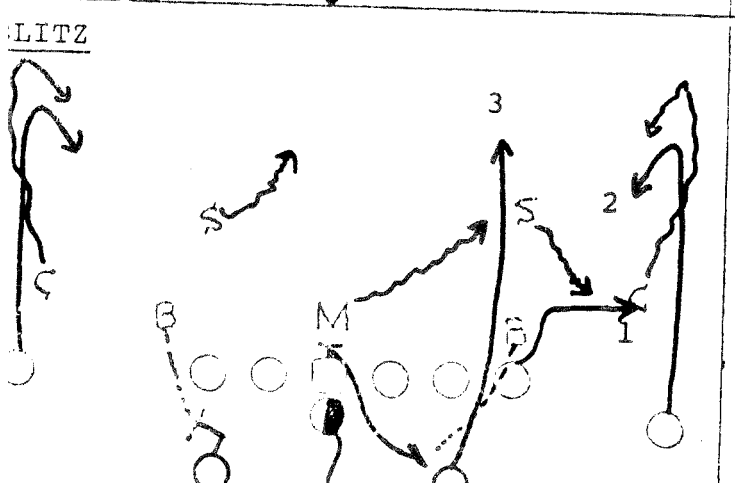
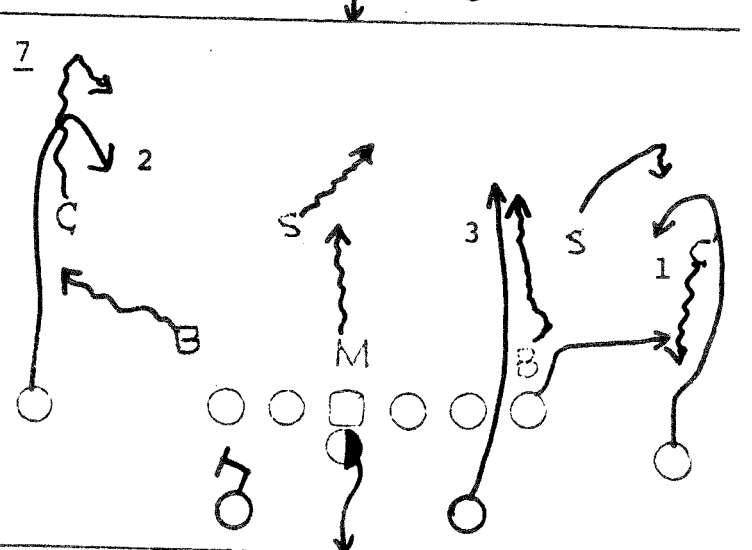
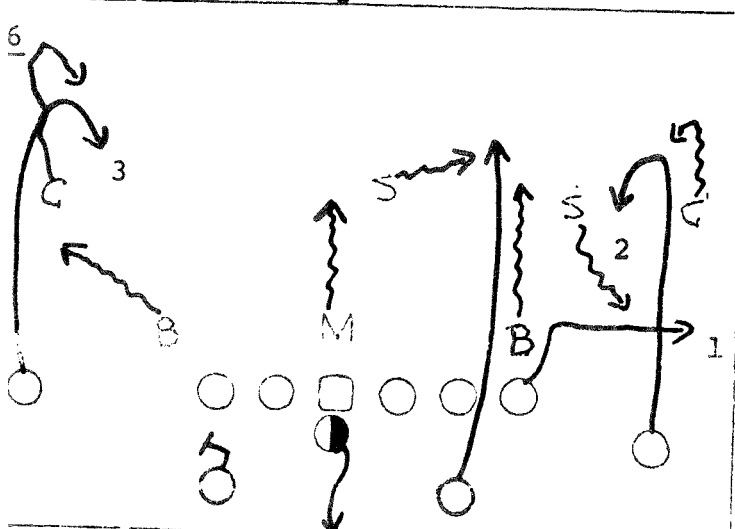
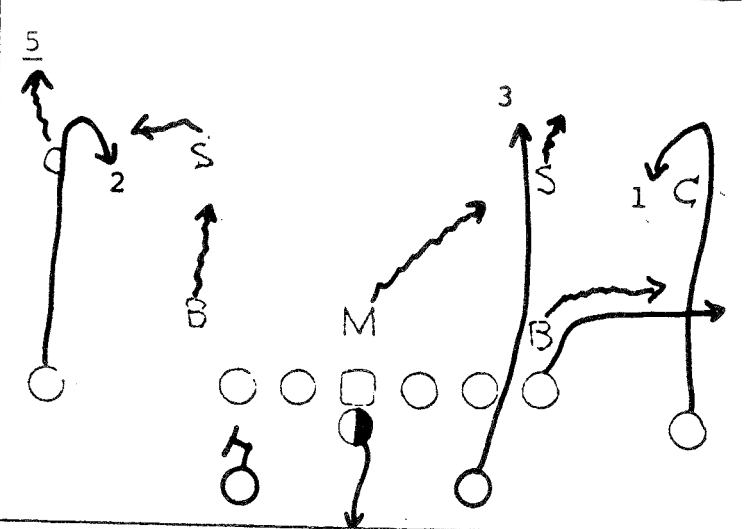
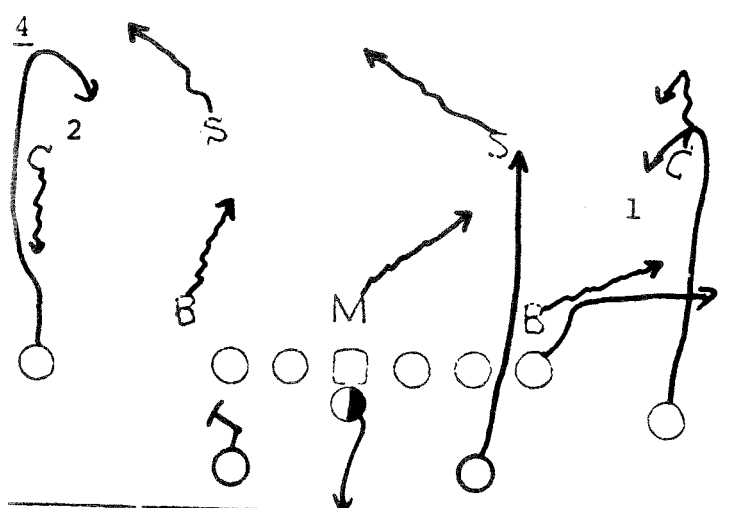
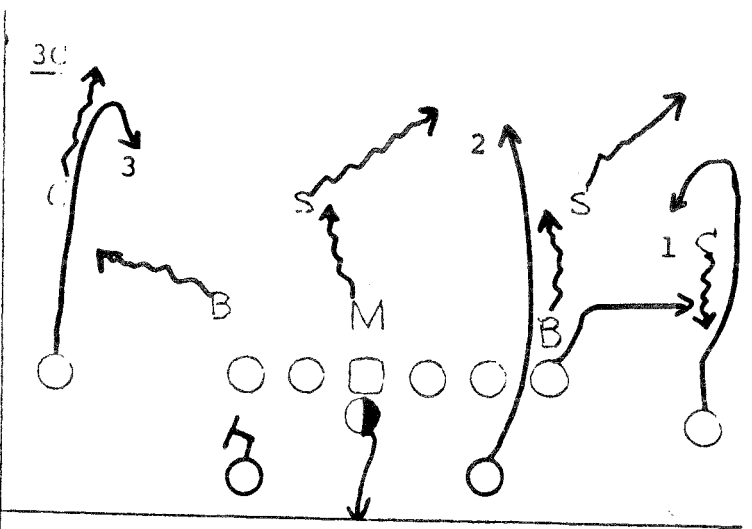
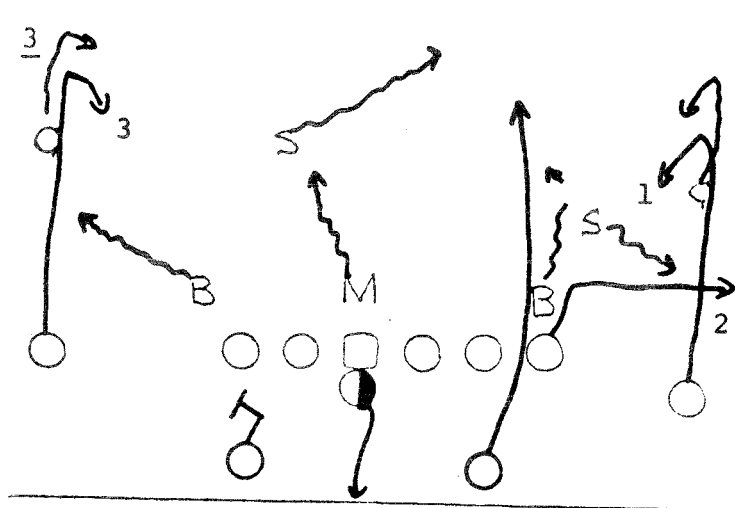
(T - Call
Inside)

(T - Call
Up)

(UNDER)

(3)





Used mainly
as check-off vs.
weak Safety Blitz.
TE resp. for Sam
- C on weakside
LB or S. FB resp. for
Mike.

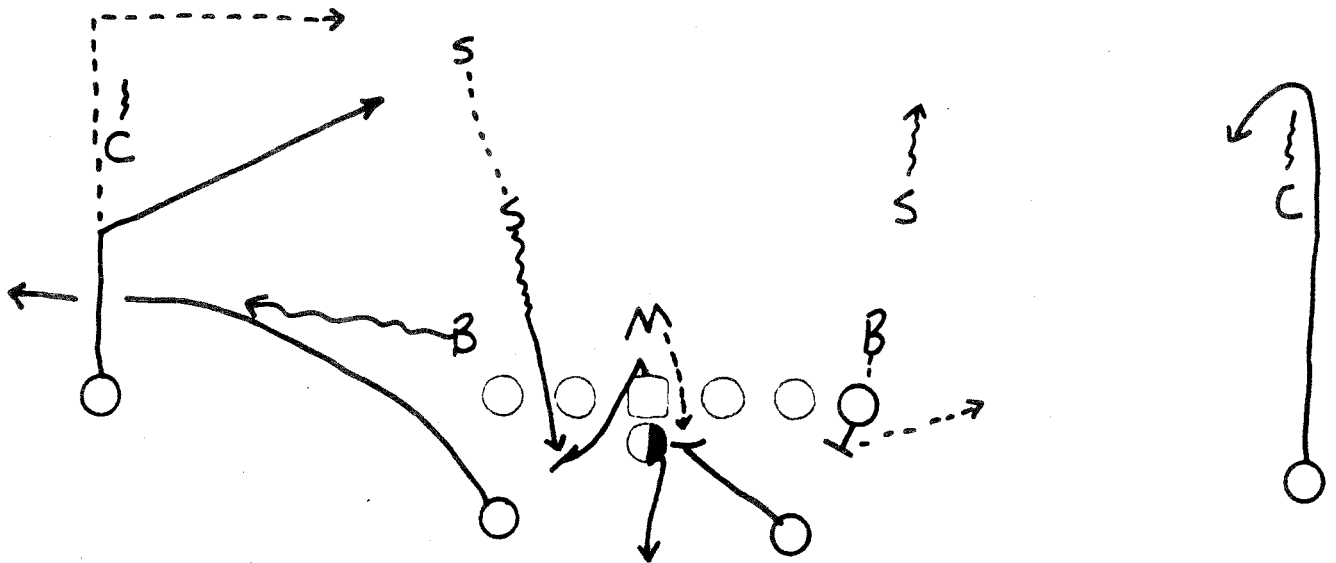
(4-4)

(OVER)

(STACK
OVER)

(UNDER)

(3)



QB - Audible vs. Weak Safety Blitz.

FB - Blitz pick-up on Mike- work strong triangle.

HB - Free release - run Flat route at 3-5 yds. - if Will blitzes, run Arrow route.

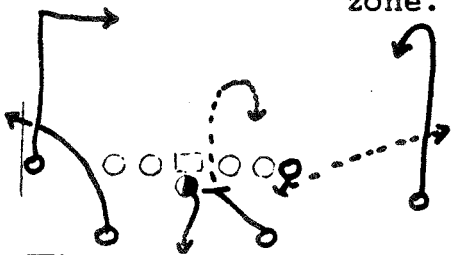
S - Read W/S - if blitz - run Slant route at 6 yds. - if no blitz - run Center route at 15 yds.

W - Run Curl route at 15 yds.

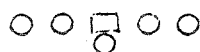
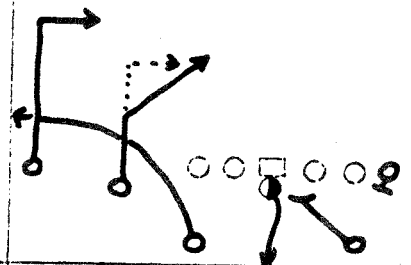
T - Slow block - run diagonal route.

COMMENTS -

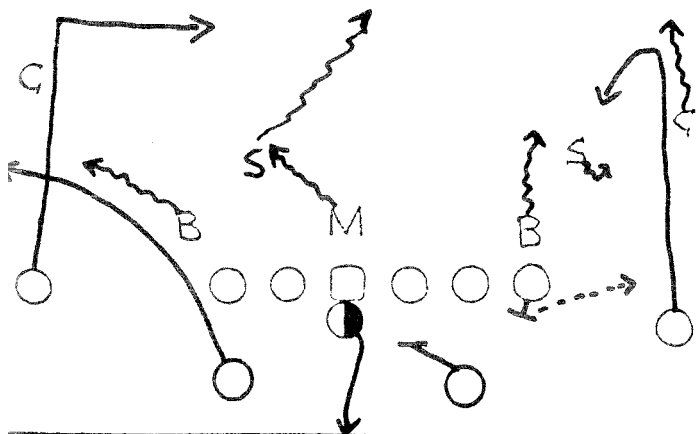
Adjustment if Weak Safety doesn't blitz and they roll into zone.



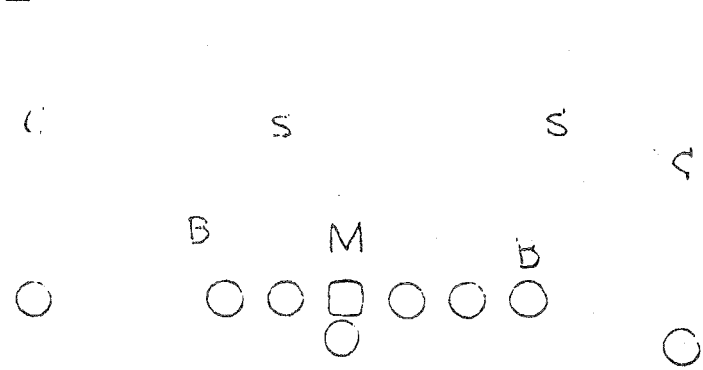
70 (From Slot)



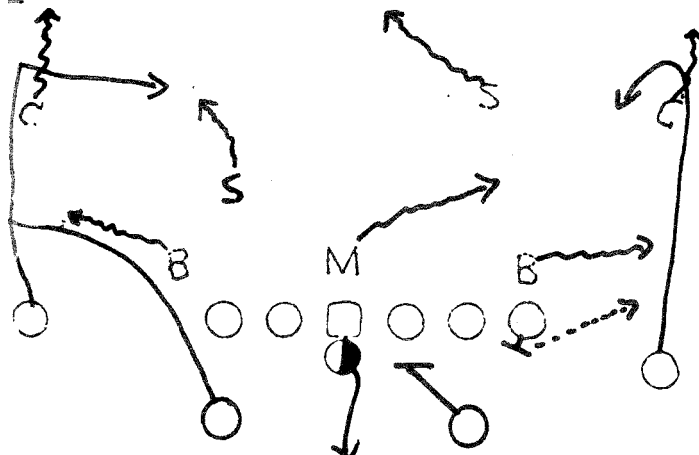
3



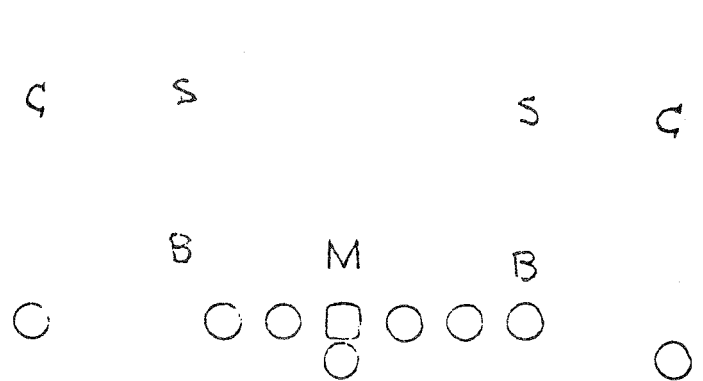
30



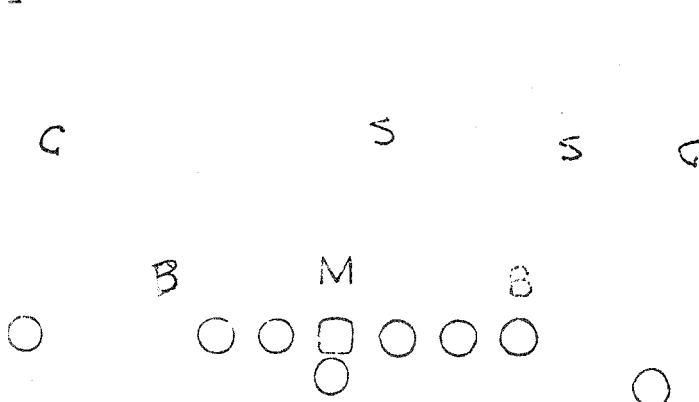
4 - Bk 22



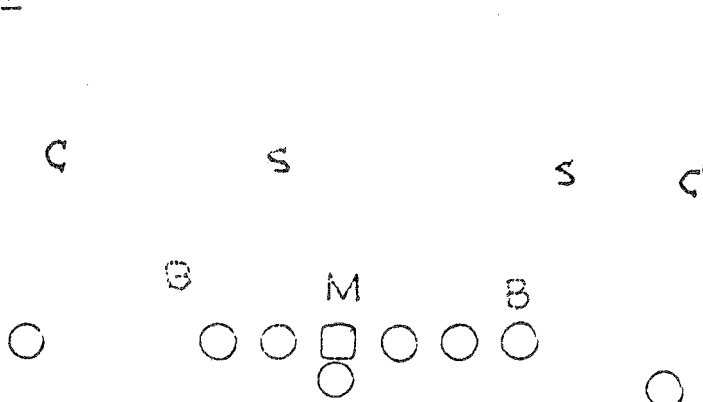
5



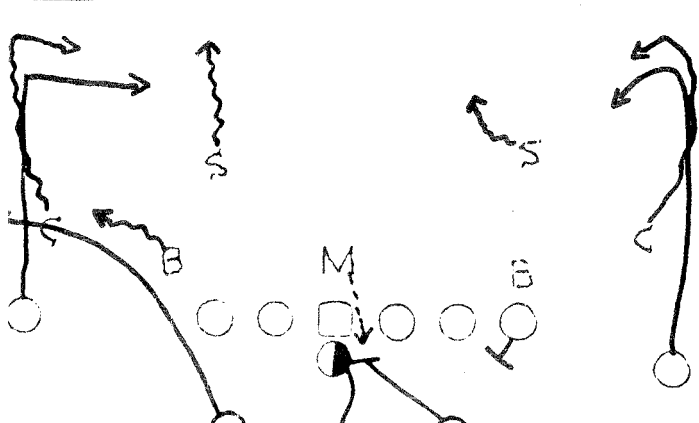
5



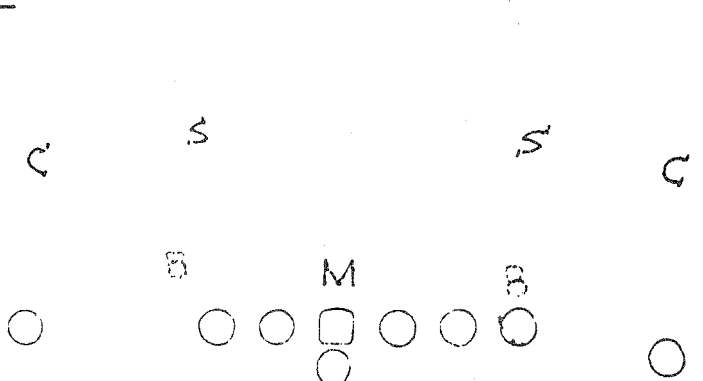
7



BLITZ



2



70 PROTECTION

70 Pass Protection - Flare Control with the Back setting away the TE side having a free release into the pattern with the remaining Back picking up the nearest blitzing Mike - Will - Will - Weak Safety. The uncovered lineman will pick-up farthest blitzing Mike - Will - Weak Safety. On normal blitzes the uncovered lineman would pick-up Will and the remaining Back will pick-up Mike. The TE will slow block on Sam.

This protection will be used mainly as a check-off vs. the Weak Safety blitz.

74 PROTECTION

74 Pass Protection - Flare Control with the same action as 70 with the exception that the TE is now released in the pattern and the FB now has dual pick-up on 1) Mike 2) Sam.

76 PROTECTION

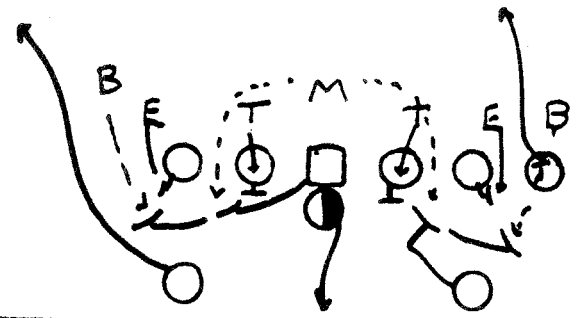
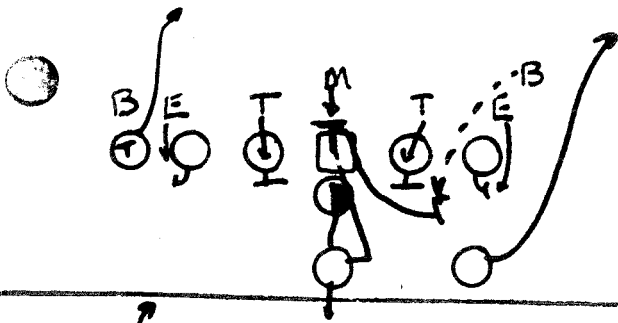
76 Pass Protection - Flare Control with the HB having a free release - the FB picking up Will on blitz and working in the weakside triangle if no blitz. The uncovered lineman will have dual picking on 1) Mike 2) Sam and work in strongside triangle if no blitz. The TE also has free release and is in pattern.

(Strong Left)

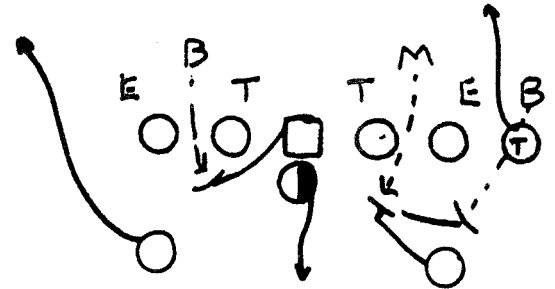
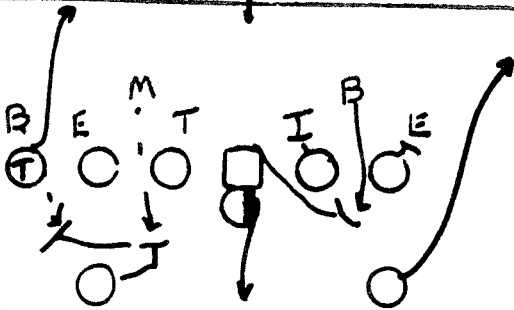
- 74 -

(Strong Right)

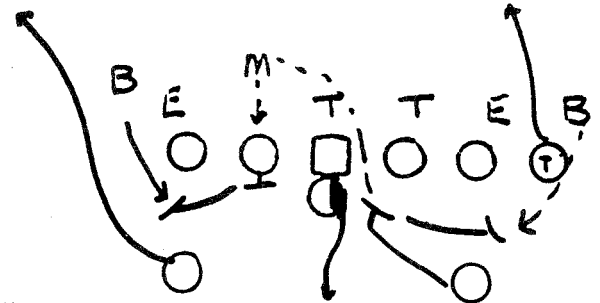
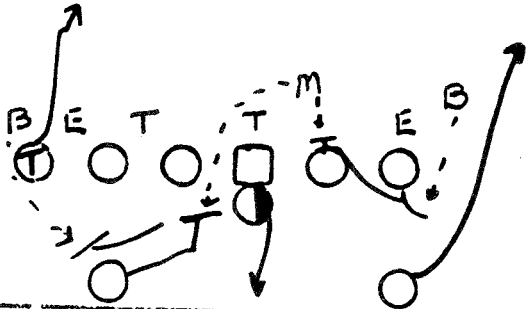
(4-3)



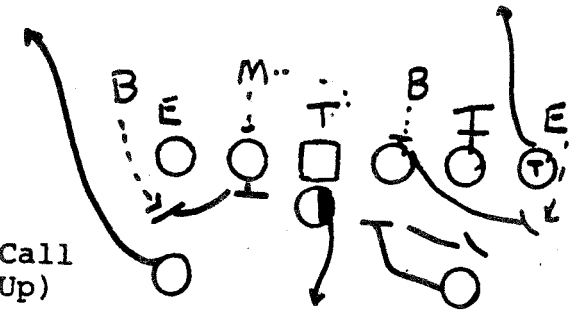
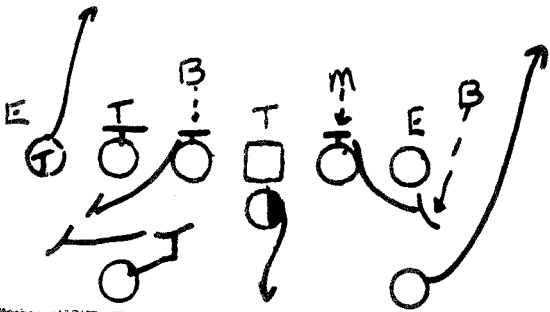
(4-4)



(OVER)



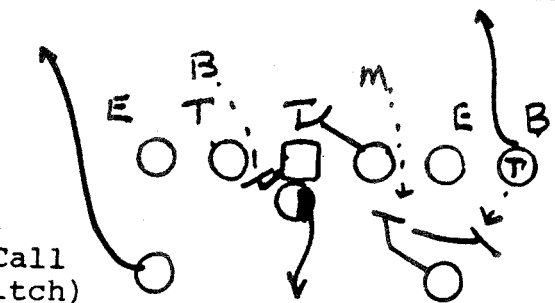
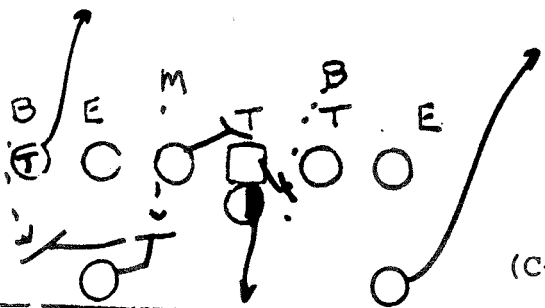
(STACK
OVER)



(T-Call
Up)

(T-Call
Up)

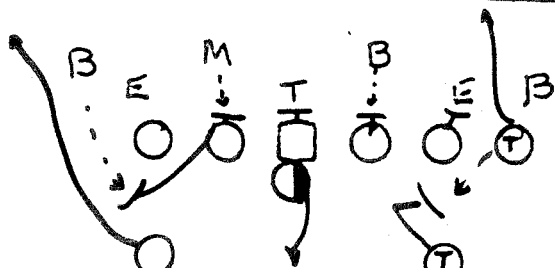
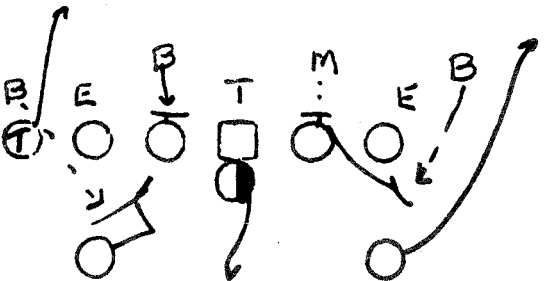
(UNDER)



(C-Call
Switch)

(C-Call
Switch)

(PREVENT)



FB - Blitz - pick-up on Mike - Sam- No blitz - work triangle.

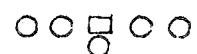
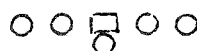
S Run Center route at 15 yds.

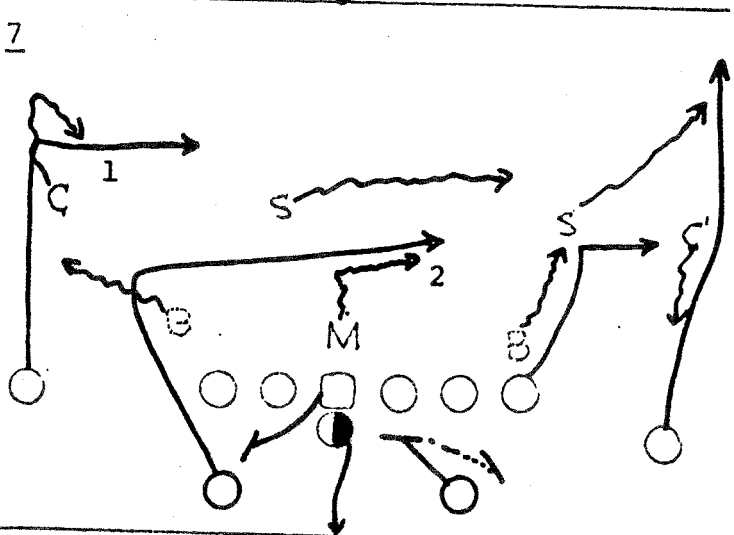
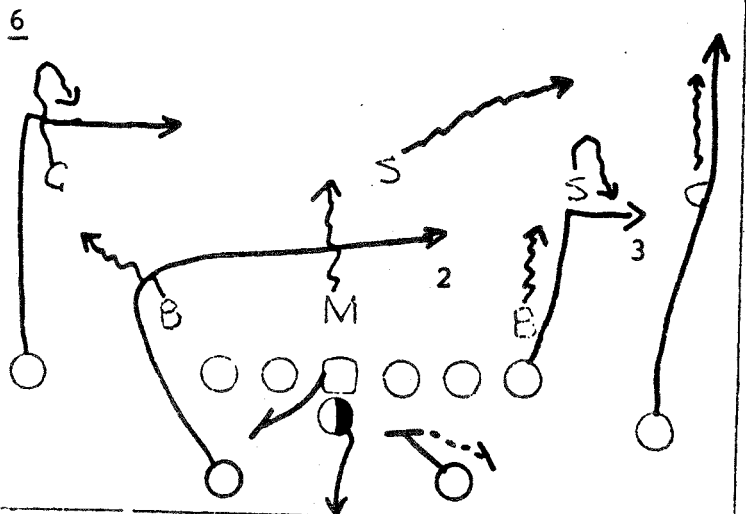
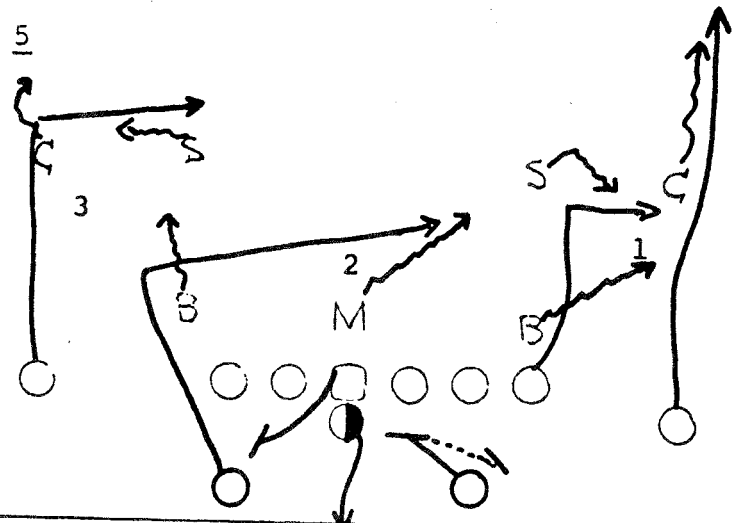
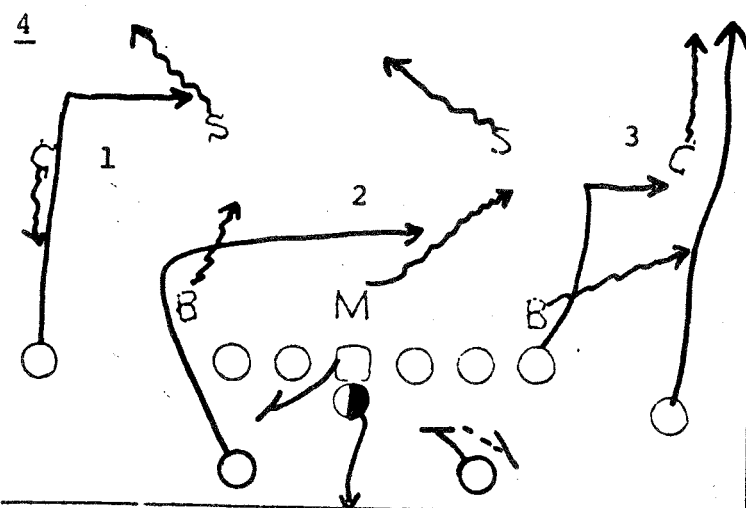
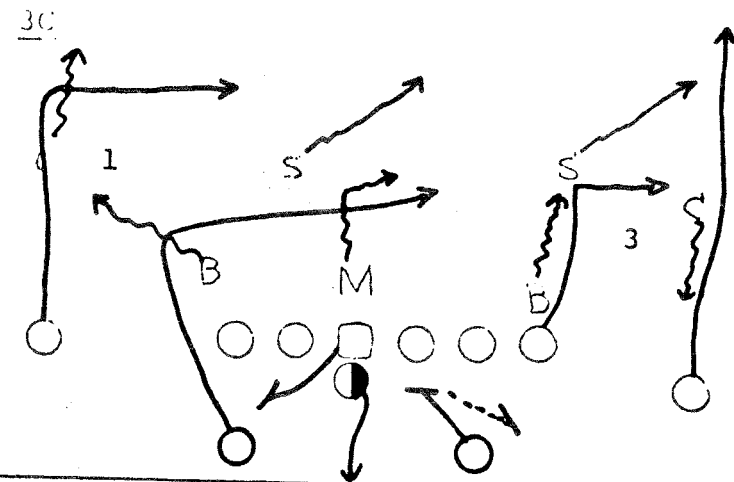
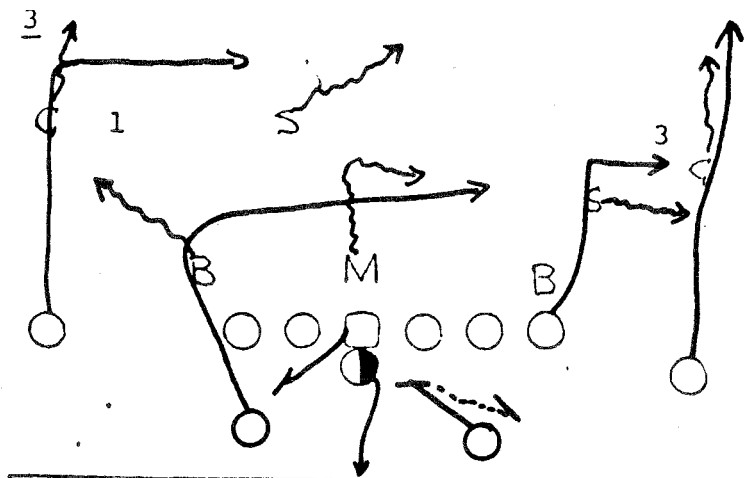
T - Outside release - run Out-route at 10 yds.

COMMENTS -

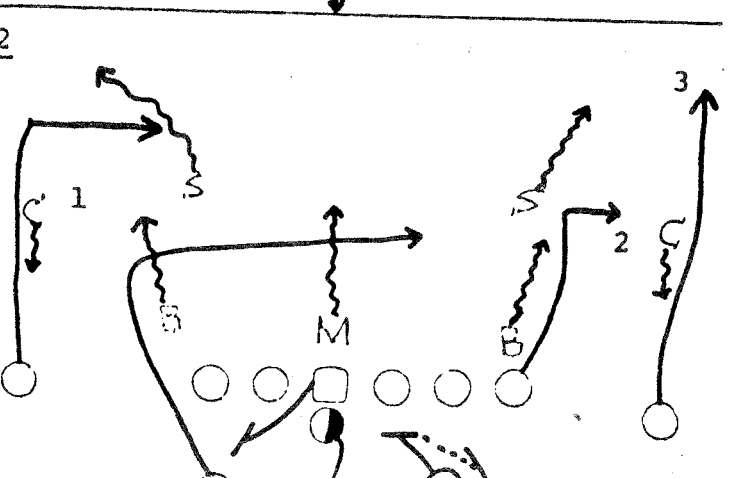
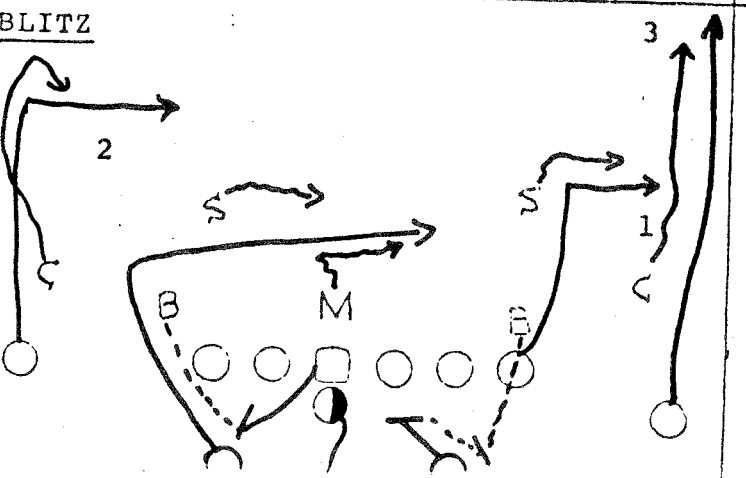
The diagram shows a horizontal row of seven circles. The fourth circle from the left is highlighted with a square border. Arrows indicate a path starting from the first circle, moving right to the second, then down and left to the third, then up and right to the fourth (the boxed circle), then down and left to the fifth, then up and right to the sixth, and finally up and right to the seventh. Above the first circle, there is a separate arrow pointing right, and above the seventh circle, there is a separate arrow pointing left.

A hand-drawn diagram showing a U-shaped structure. At the bottom, there is a horizontal row of five small circles. From the leftmost circle, a line extends downwards and then curves upwards and to the left, ending in an arrow pointing upwards. From the rightmost circle, a line extends downwards and then curves upwards and to the right, ending in an arrow pointing upwards. In the center of the U-shape, there is a vertical line with a small circle at its base. From this central circle, two lines branch out horizontally to the left and right, each ending in a small circle. These two circles are connected by a horizontal line segment. Above this segment, there is another small circle, and above that, a small square. The entire diagram is drawn with simple black lines on a white background.

[illegible]



BLITZ

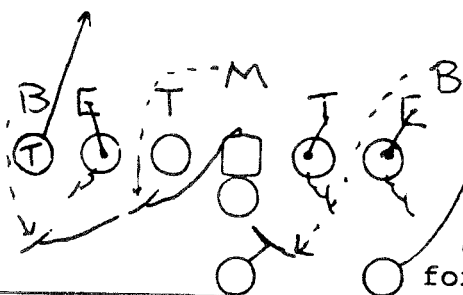


(Strong Left)

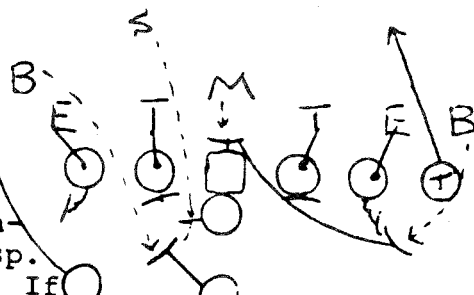
- 76 -

(Strong Right)

(4-3)

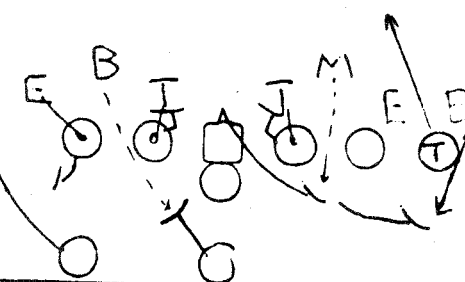
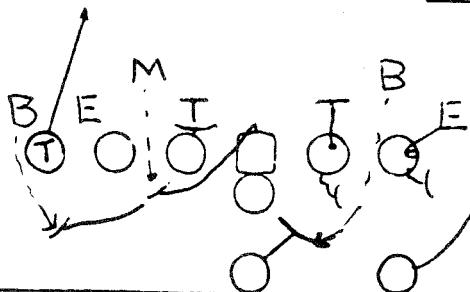


4 man pattern
with weakside
Flare - TE is
Hot Receiver - Un-
covered C or G resp.
for Mike - Sam.

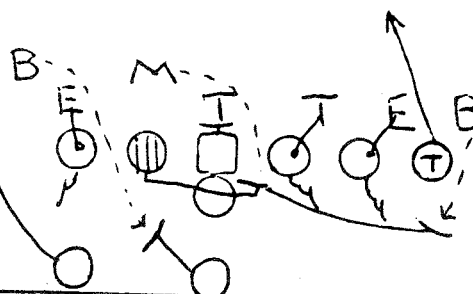
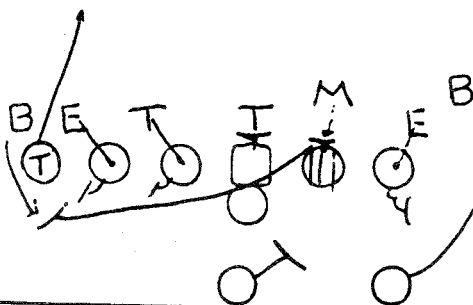


If slow is added, TE resp. for Strong LB.

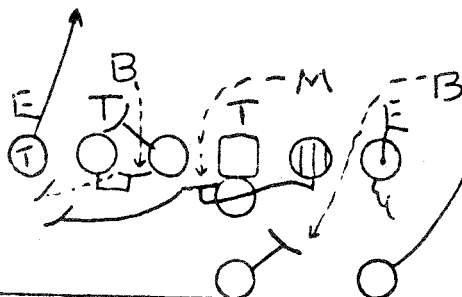
(4-4)



(OVER)

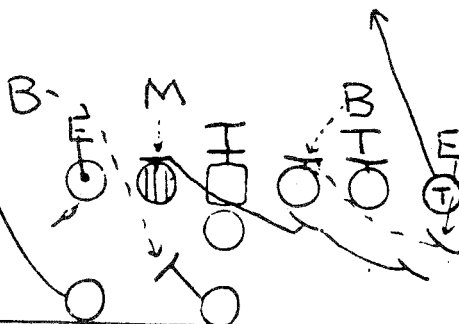


(STACK
OVER)

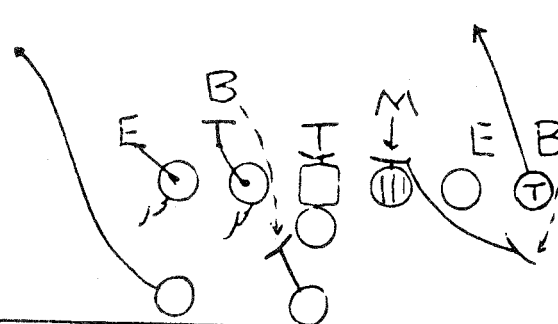
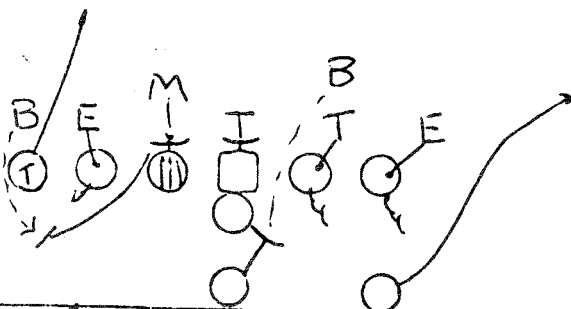


(T-Call
Inside)

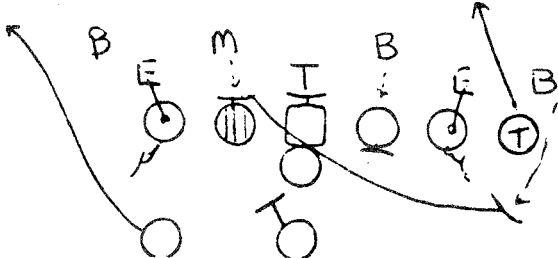
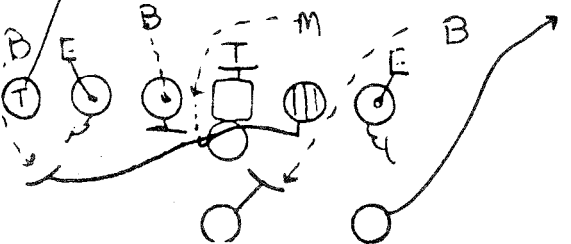
(T-Call
Up)

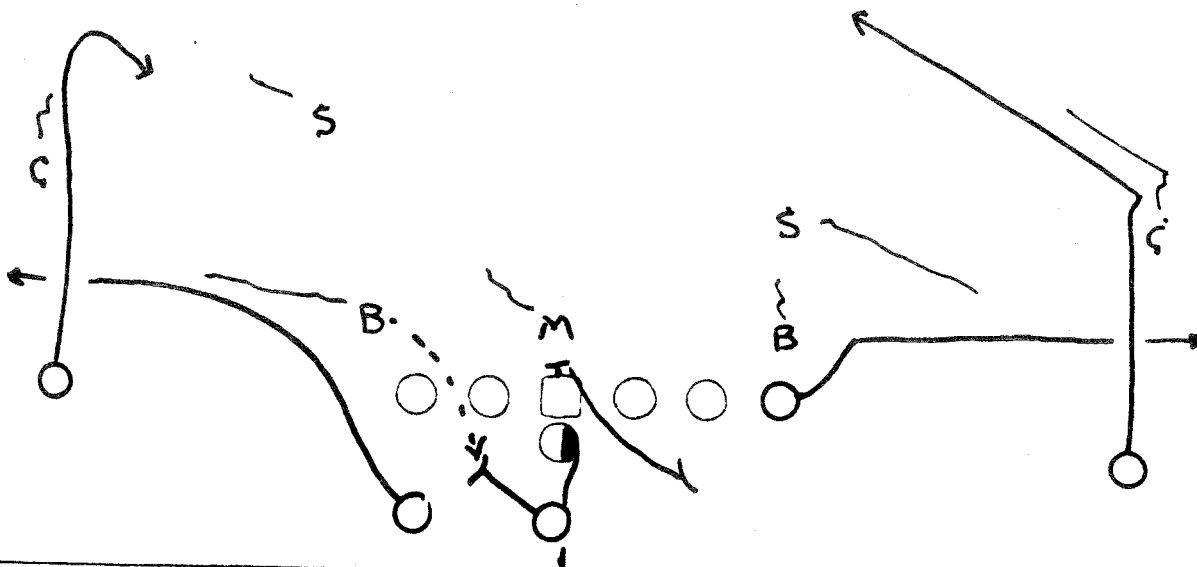


(UNDER)



(B)





QB - Call Semi protection.

FB - Blitz pick-up on Will- scan for WK Safety - no blitz - work triangle.

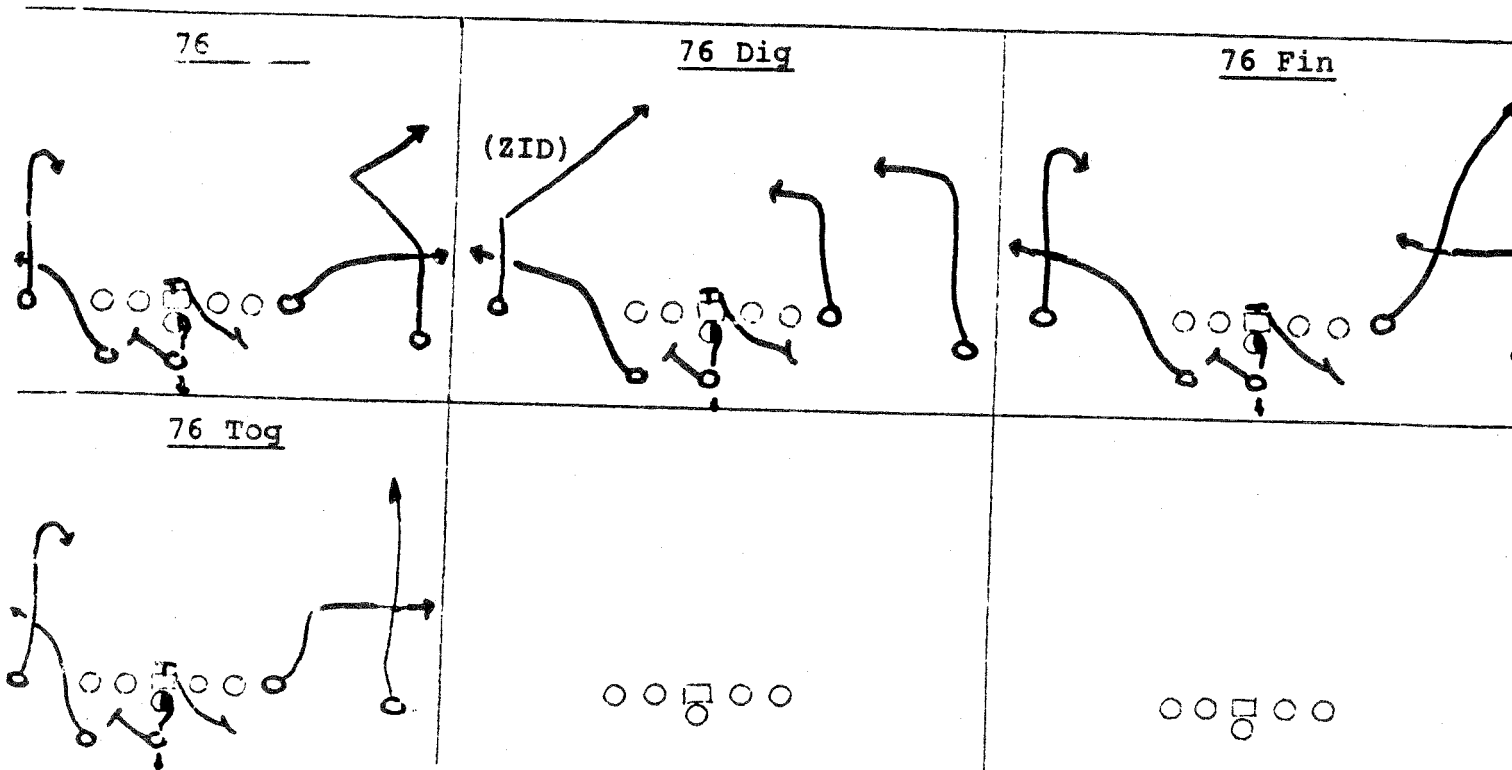
HB - Free release - run Fan route.

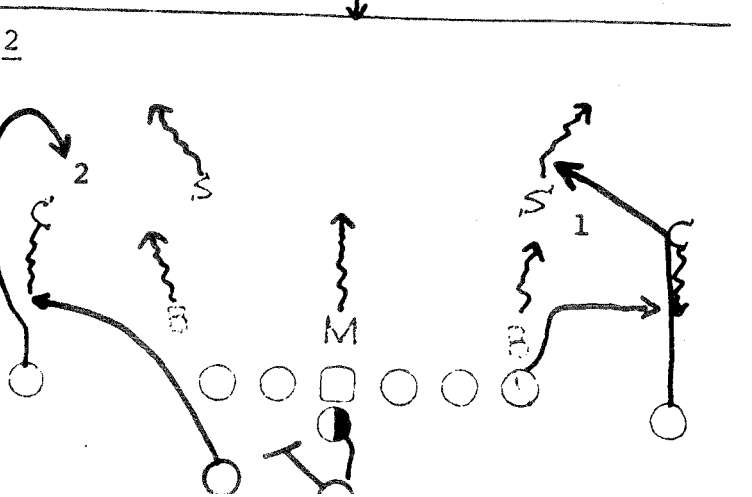
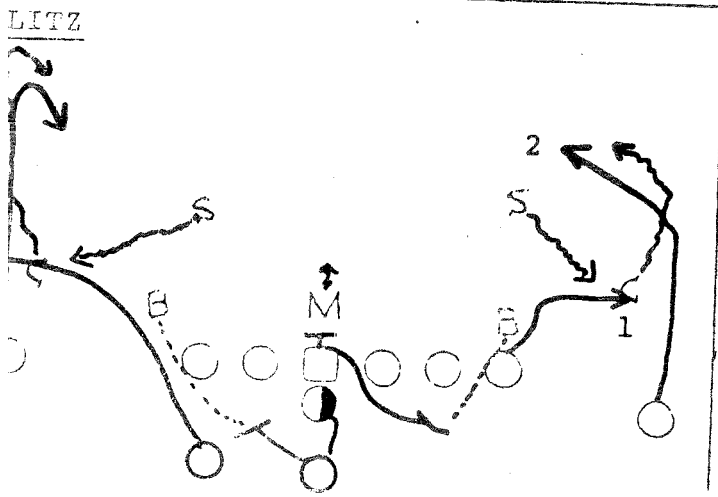
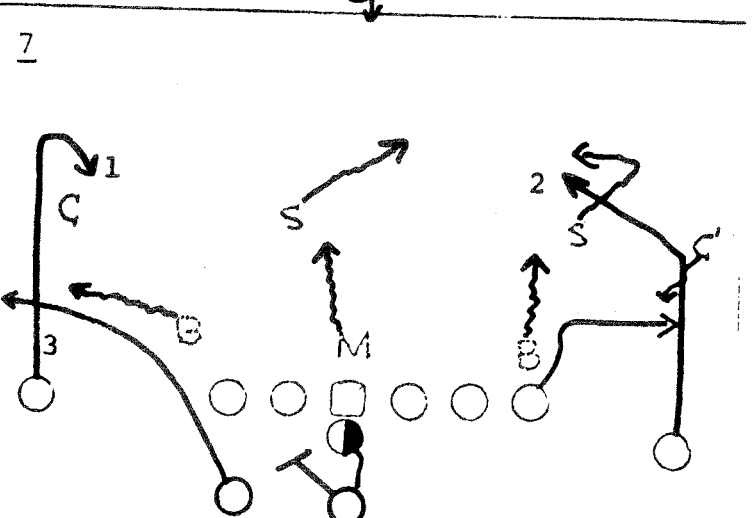
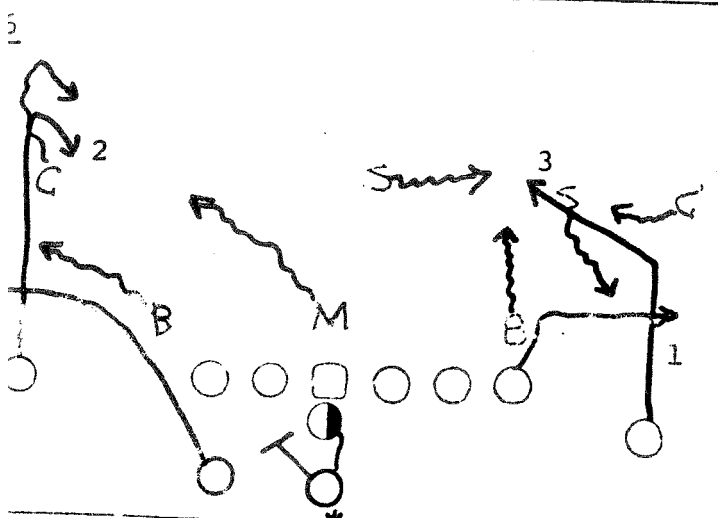
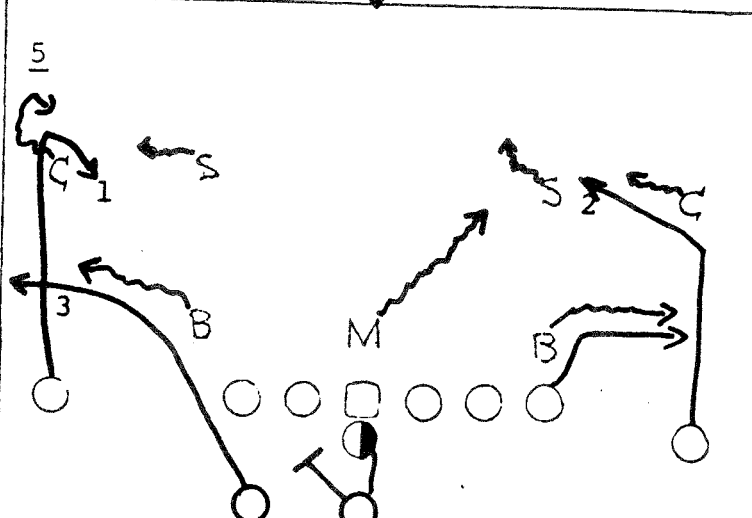
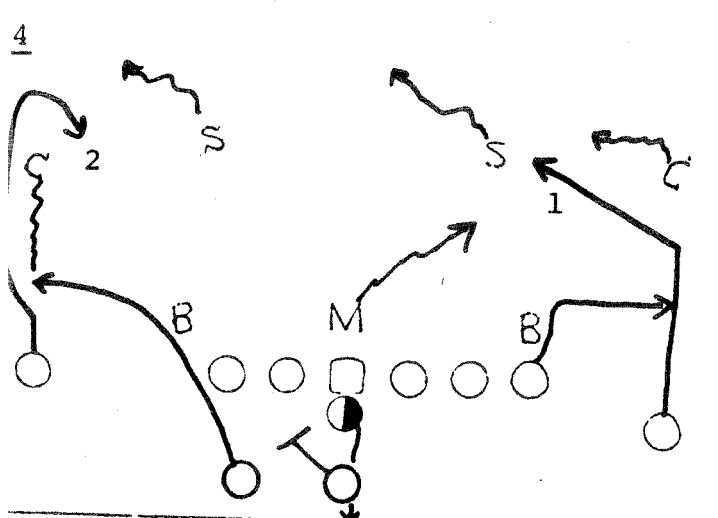
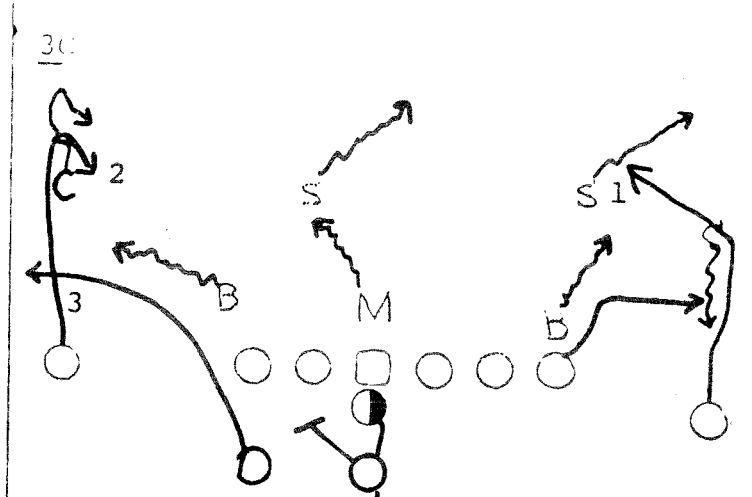
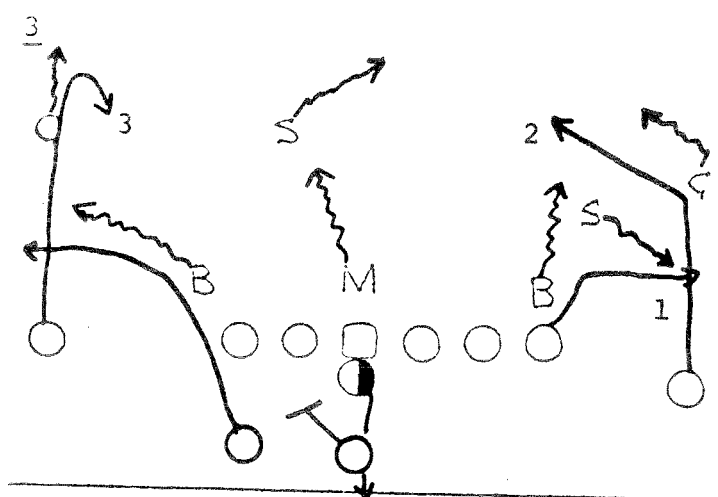
S - Run Curl route at 15 yds.

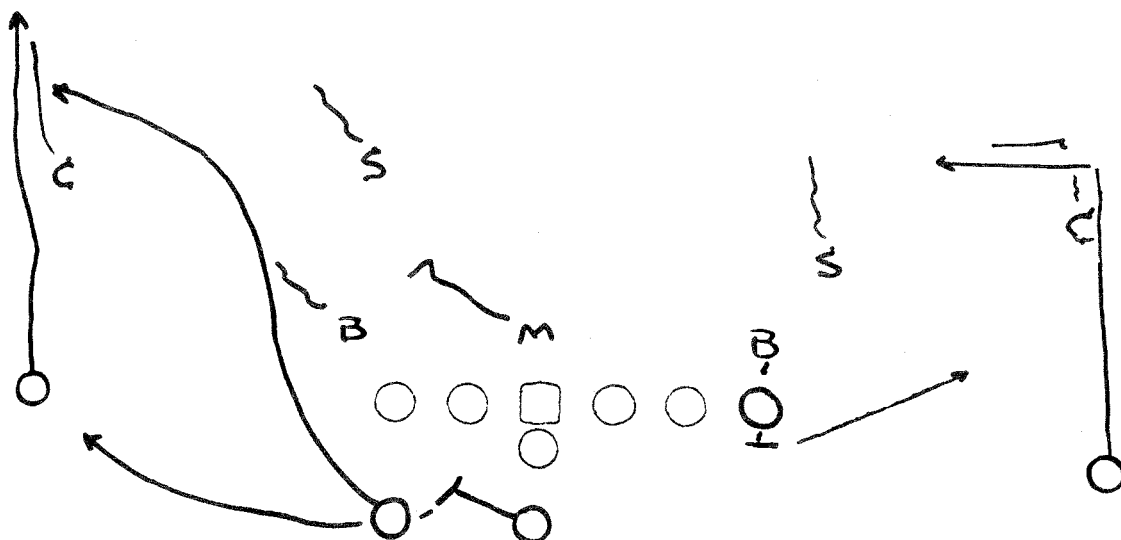
W - Run Post route at 10 yds.

T - Run Diagonal route.

COMMENTS -







QB - Read for HB - dump FB.

FB - Blitz pick-up on Will- run wide route.

HB - Free release - run C route for 10 yds. and break for flag.

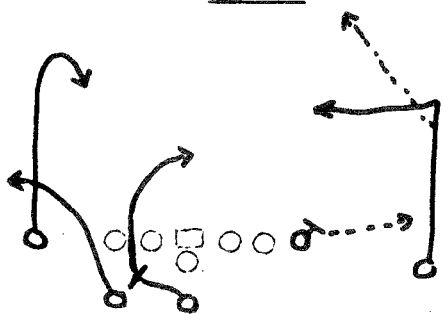
S - Run Go route - turn man outside and run him out.

W - Run Center route at 15 yds.

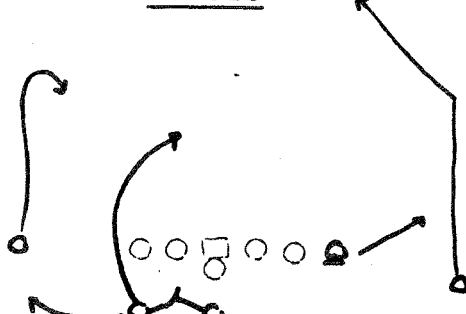
T - Slow block - run Diagonal route.

COMMENTS -

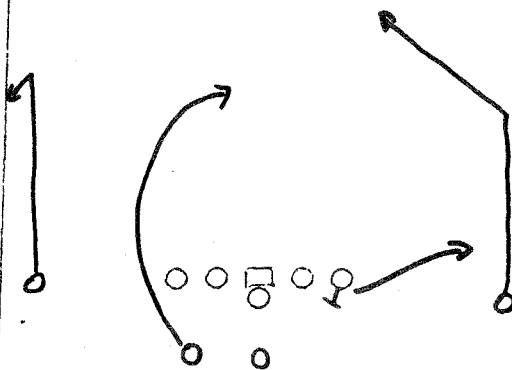
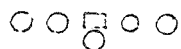
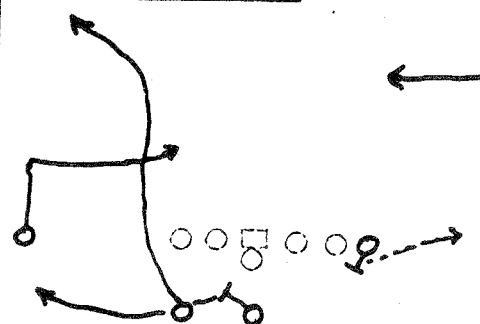
78 FC

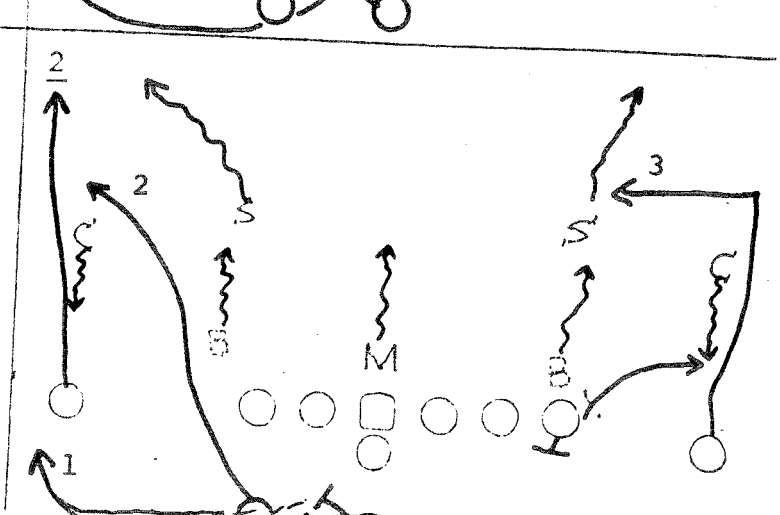
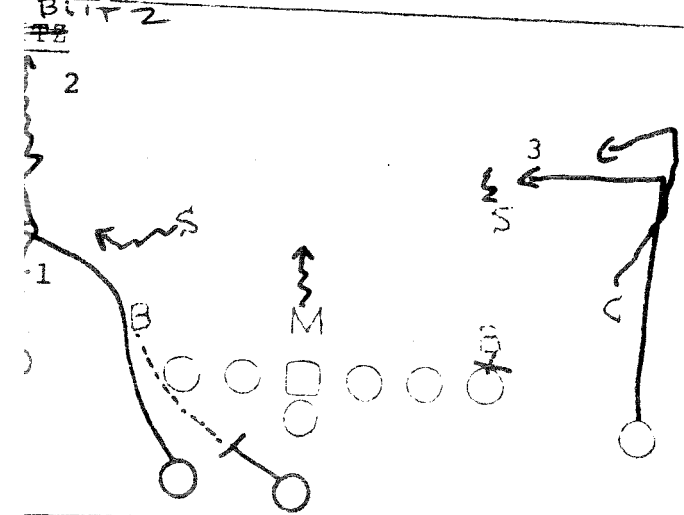
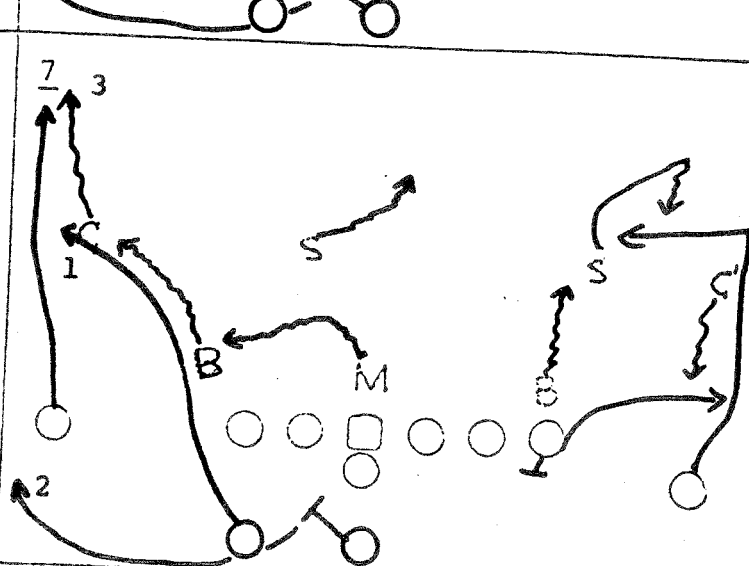
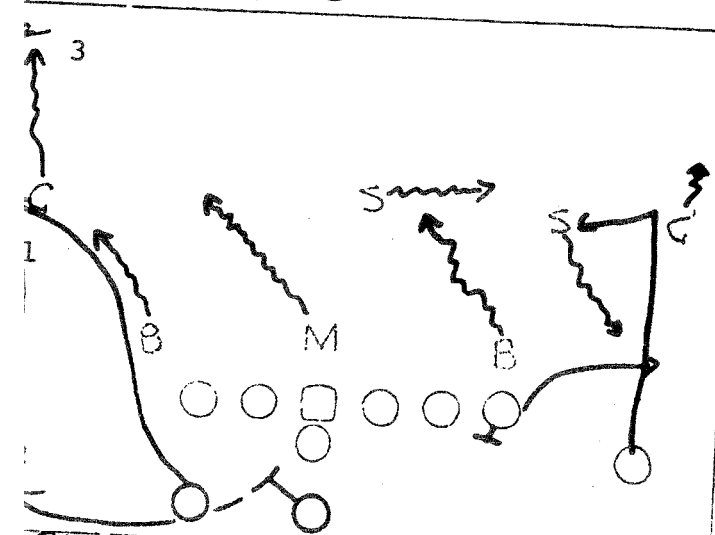
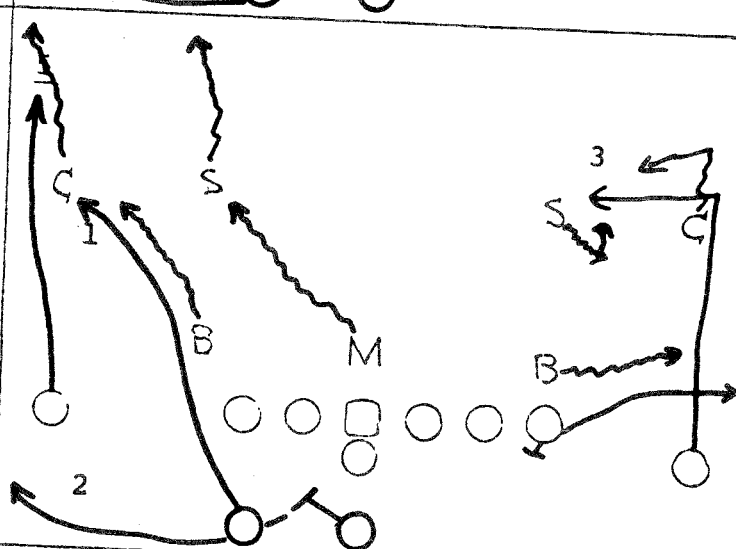
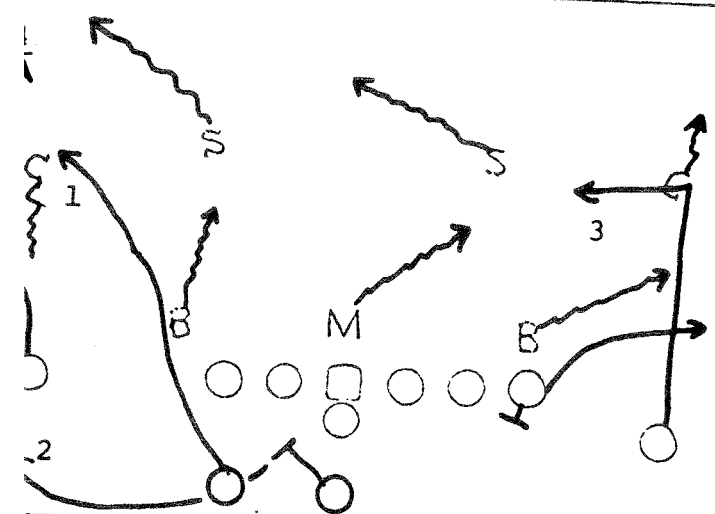
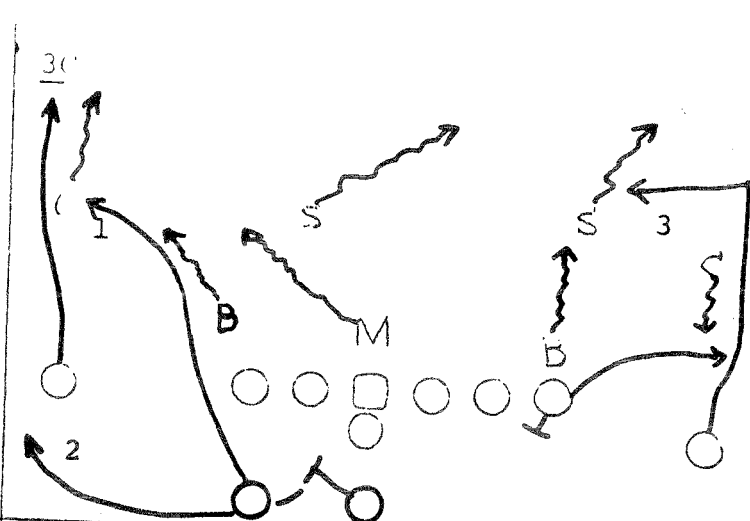
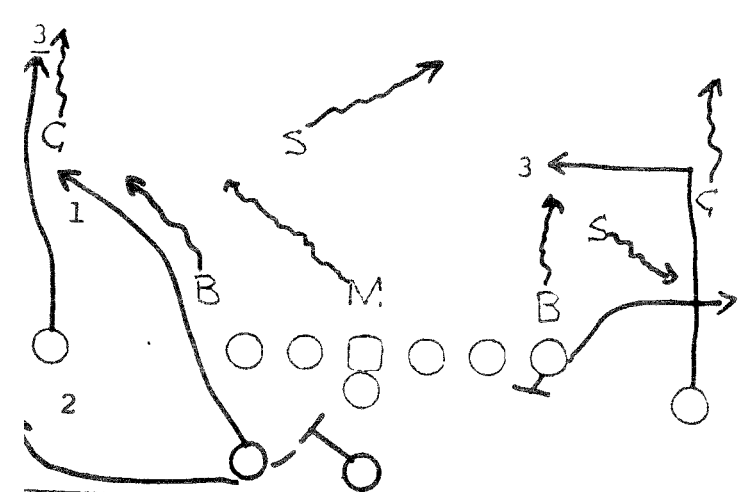


78 CiC



78 S-Delay





82 PROTECTION

82 Pass Protection - Flare Control featuring 5 man patterns with both backs having pickup on SLB - WLB to their respective sides if they blitz - no blitz - the backs will continue on their designated routes with the strongside back releasing outside the TE and the RE releasing inside. The uncovered lineman will pick-up on MLB if he blitzes.

84 PROTECTION

84 Pass Protection - Flare Control with the same blitz pick-up as 82, but with the strongside back releasing inside and the TE outside on their designated routes.

(4-3)

(4-4)

(OVER)

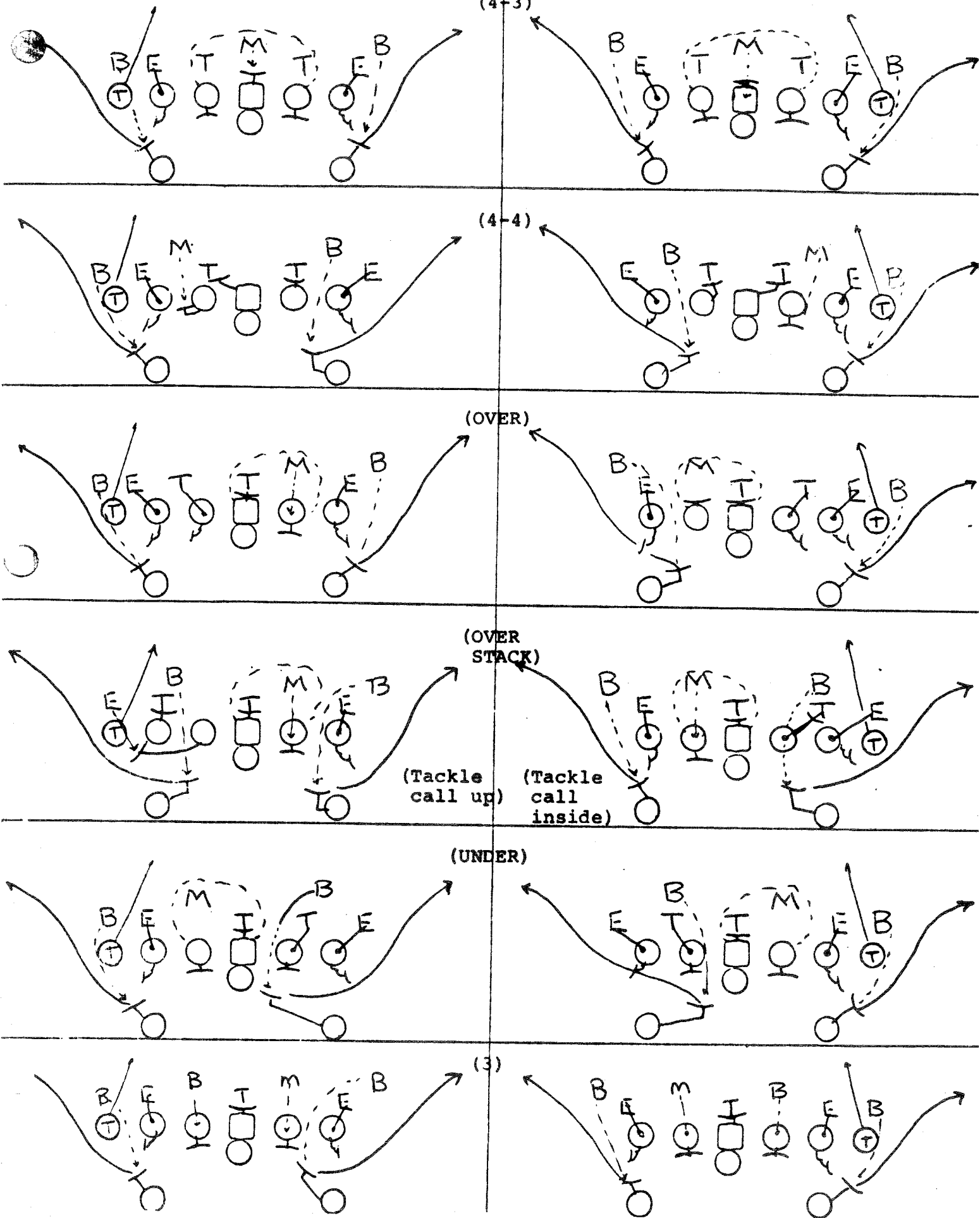
(OVER
STACK)

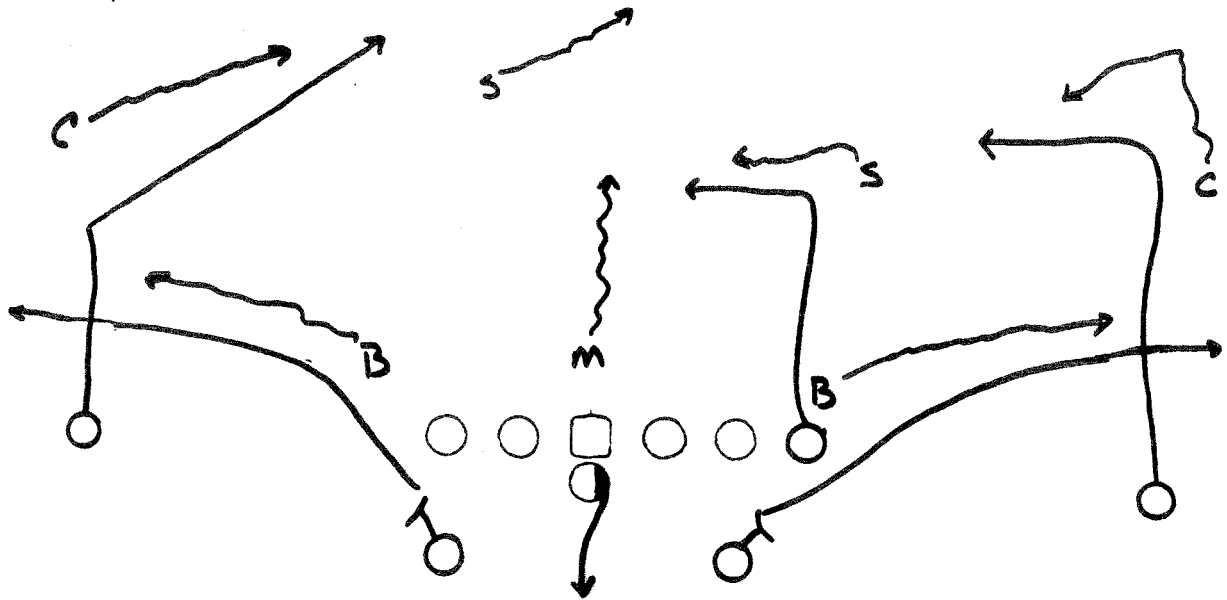
(UNDER)

(Tackle
call up)

(Tackle
call
inside)

(3)

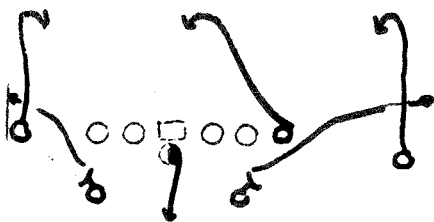




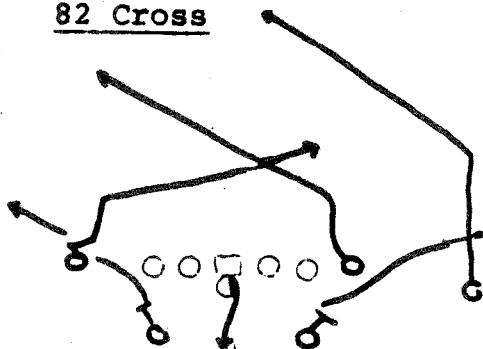
- QB - Basically strongside pattern - read coverage - no Free Safety - check Zid.
- FB - Blitz pick-up on Sam - run flat route.
- HB - Blitz pick-up on Will- run flat route.
- S - Run - Zid - vs. Roll release inside of corner - run Q route.
- W - Run Center route at 15 yds.
- T - Best release - run Center route at 10 yds.

COMMENTS -

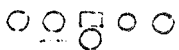
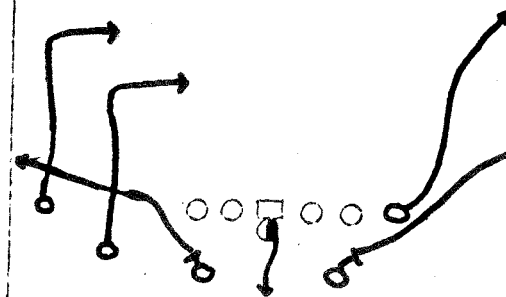
82 Curl



82 Cross



From Slot



(4-3)

5 man Pattern -
Backs resp. for
Outside LB's - if
they don't blitz -
you are in pattern.
C & G's area DT's &
Middle Backer.

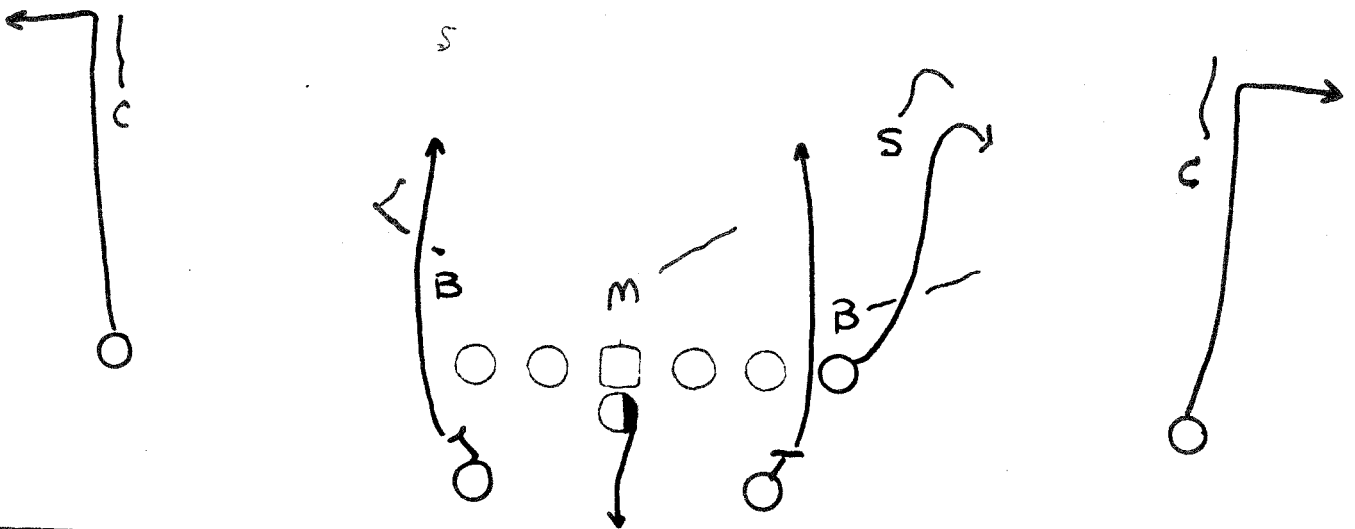
(4-4)

(OVER)

(OVER
STACK)

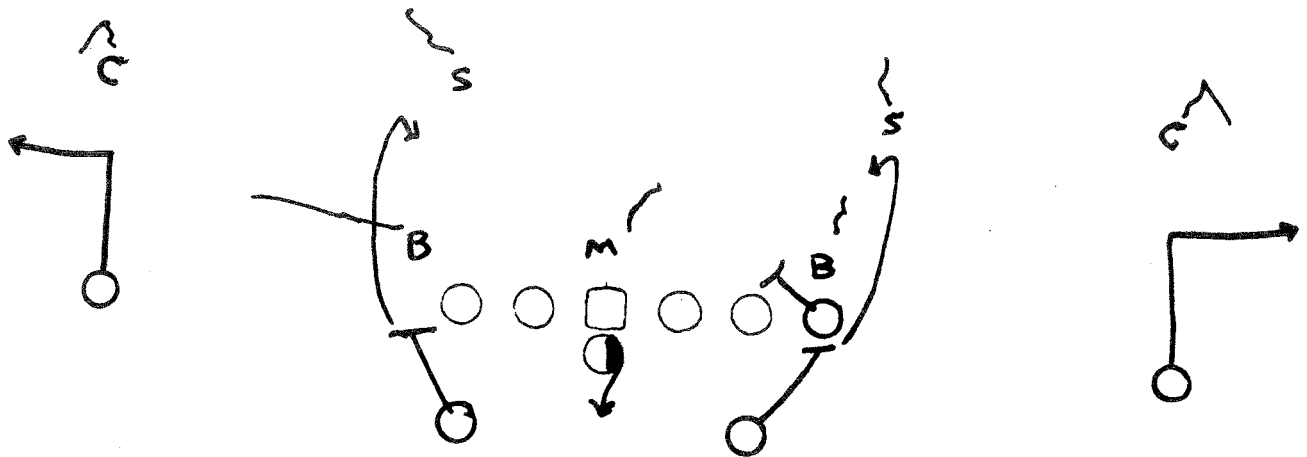
(UNDER)

(3)



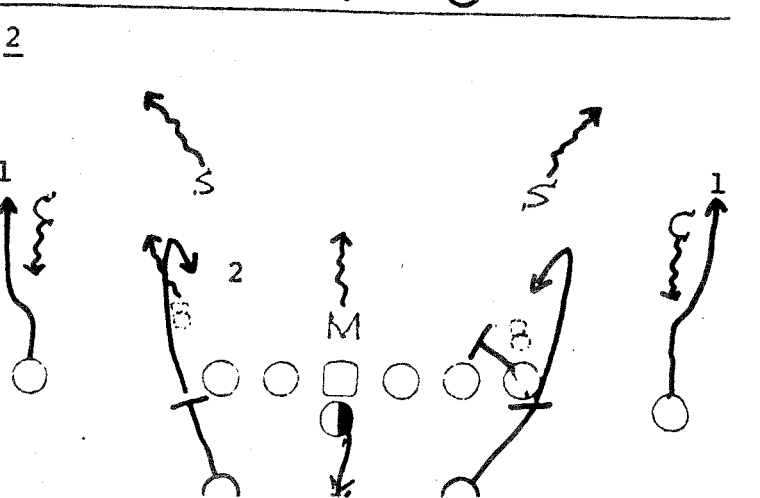
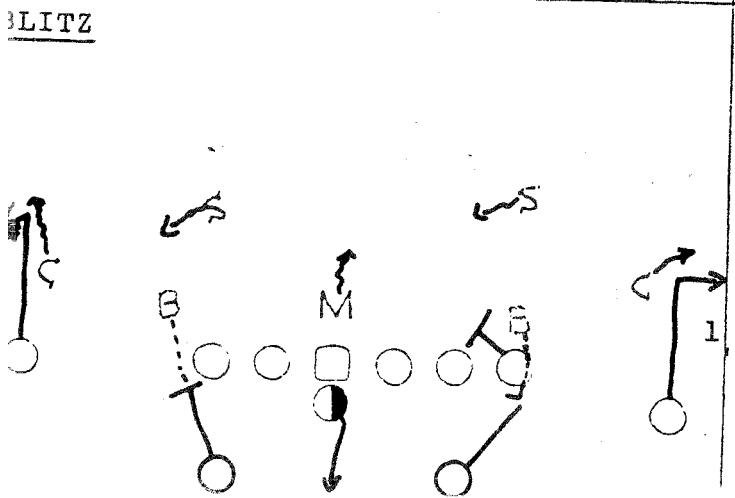
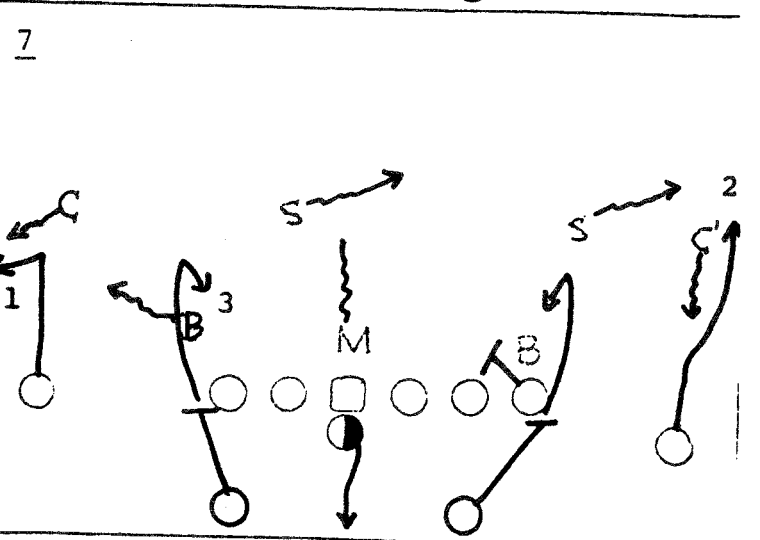
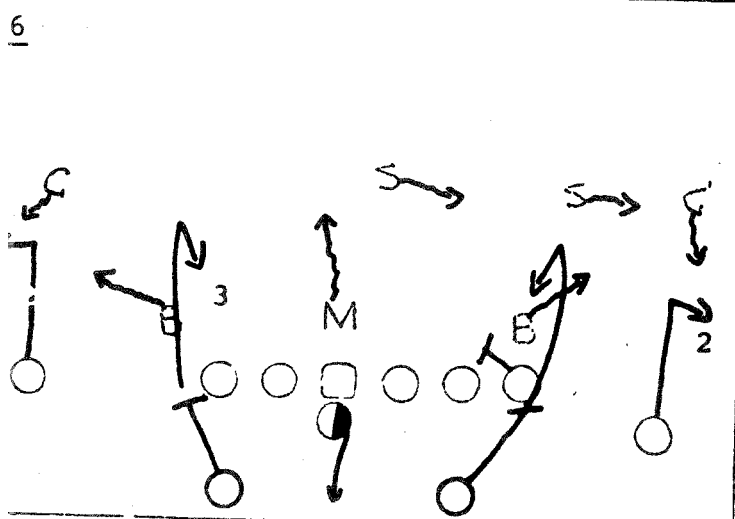
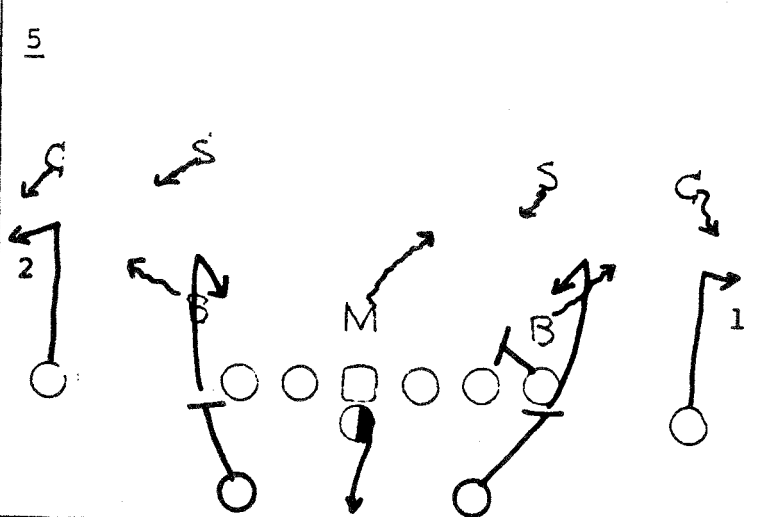
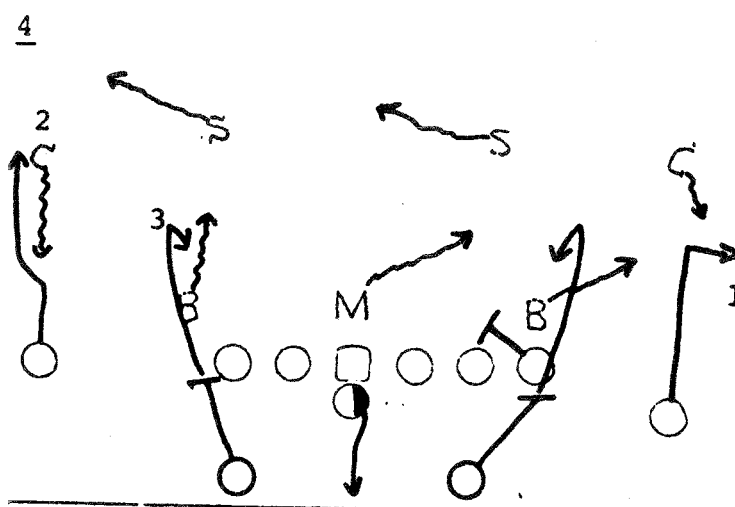
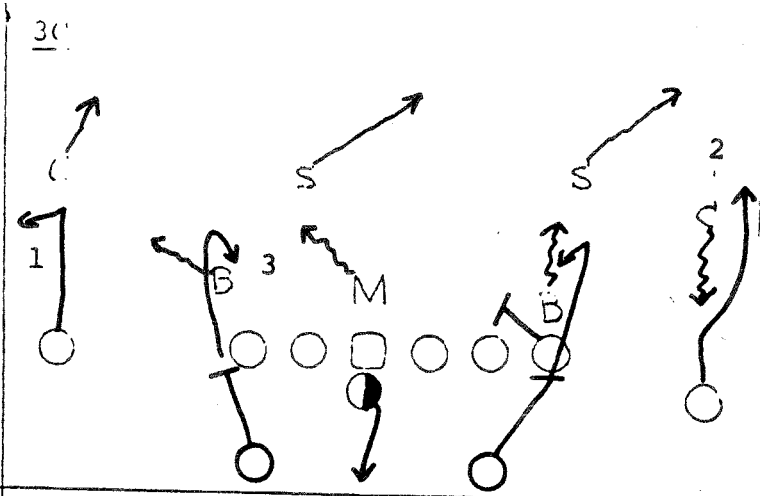
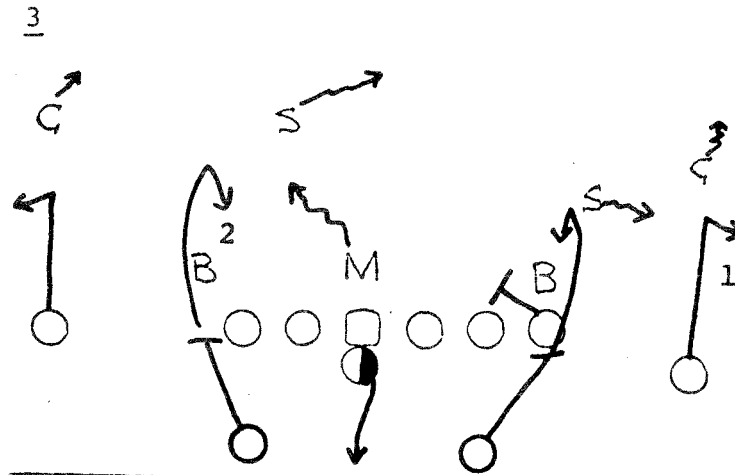
- QB - Read Mike - Go away - Mike straight back - look him off.
- FB - Pick-up on Sam - Key Mike - Mike away - run pattern on Sam - Mike toward C route.
- HB - Pickup on Will- key Mike - Mike away - run pattern on Will- Mike toward C route.
- S - Run Out route at 15 yds.
- W - Run Out route at 15 yds.
- T - Outside release - run outside Curl at 12 yds.
- COMMENTS - QB call semi protection!

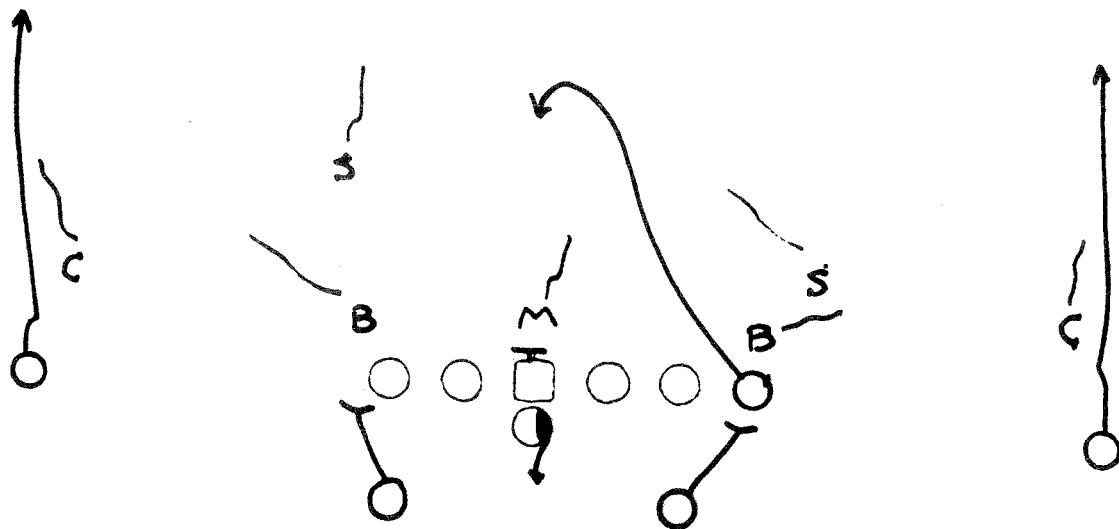
| 84 Delay | 84 A.V. | 84 (From Slot) |
|----------|---------|----------------|
| | | |
| | | |



- QB - Pick a side - read corners.
- FB - Aggressive pick-up on Sam - C hook at 5 yds. - vs Stack Over - free release.
- HB - Aggressive pick-up on Will- C hook at 5 yds.
- S - Run Quick-Out route at 6 yds.
- W - Run Quick-Out route at 6 yds.
- T - Block down on DE - vs. Stack Over - you have single on DE.
- COMMENTS -

| 90 (from Slot) | | |
|----------------|--|--|
| | | |
| | | |





QB - Audible vs. Single or Double Bump - keep ball outside.

FB - Aggressive pick-up on Sam - no blitz - cut DE.

HB - Aggressive pick-up on Will- no blitz - cut DE.

S - Run Jab - Go - or - some move to freeze the man before going.

W - Run Jab - Go - or - some move to freeze the man before going.

T - Release on Look - run Curl route at 12 yds.

COMMENTS -

○ ○ □ ○ ○

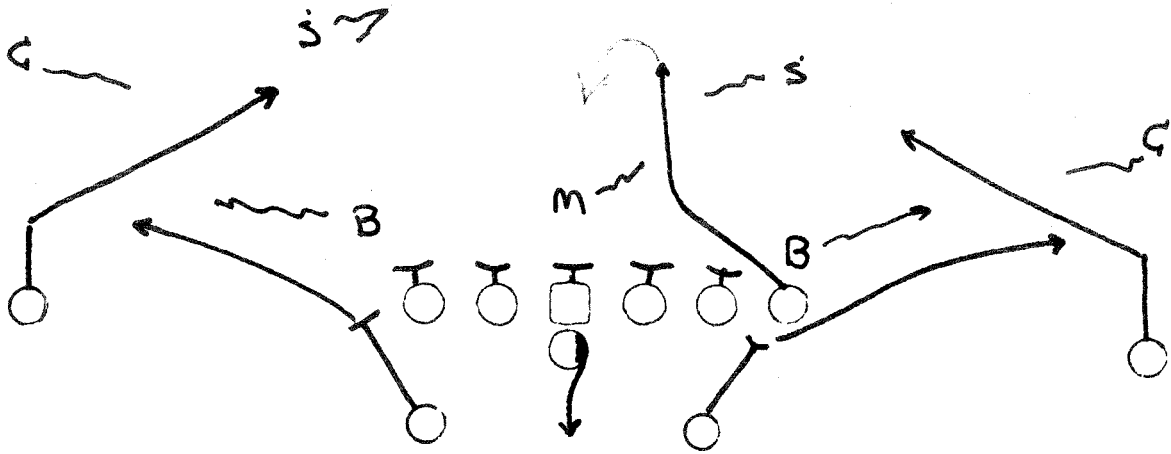
○ ○ □ ○ ○

○ ○ □ ○ ○

○ ○ □ ○ ○

○ ○ □ ○ ○

○ ○ □ ○ ○



QB - Three step drop - check TE first - open slant.

FB - Aggressive pick up - run Flat pattern.

HB - Aggressive pick up - run Flat pattern.

S - Run Slant route at 6 yds.

W - Run Slant route at 6 yds.

T - Release on Look - run Curl route at 12 yds.

COMMENTS -

○ ○ □ ○ ○

○ ○ □ ○ ○

○ ○ □ ○ ○

○ ○ □ ○ ○

○ ○ □ ○ ○

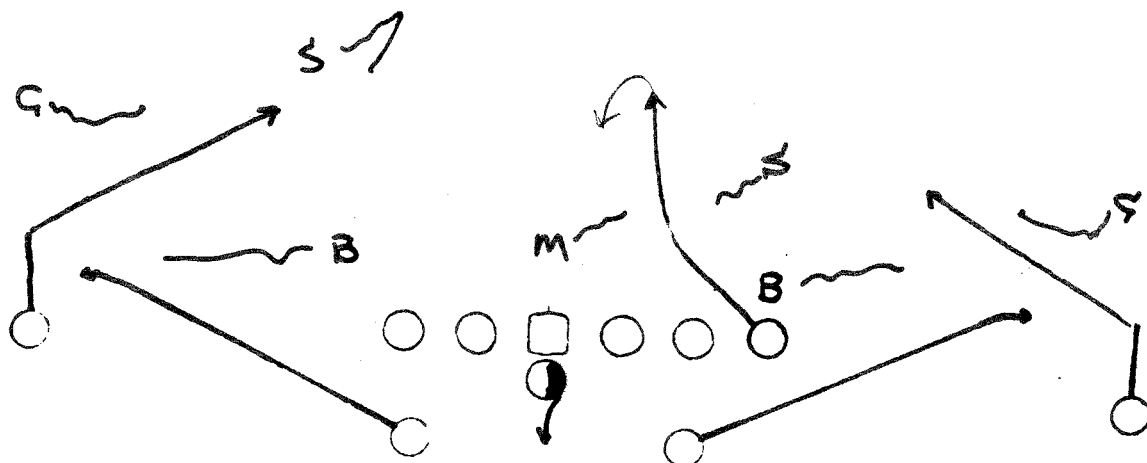
○ ○ □ ○ ○

The diagram illustrates a sequence of seven circles connected by curved lines. The circles are arranged in a horizontal row. The first circle on the left is connected to a second circle below it by a curved line. The second circle is connected to a third circle above it by a curved line. The third circle is connected to a fourth circle to its right by a curved line. The fourth circle is connected to a fifth circle to its right by a curved line. The fifth circle is connected to a sixth circle below it by a curved line. The sixth circle is connected to a seventh circle to its right by a curved line. The seventh circle is connected to an eighth circle below it by a curved line. Various labels and arrows are present: '3' is above the first circle; 'B' is to the right of the first circle; 'S' is above the second circle; 'M' is above the third circle; '1' is above the fourth circle; '2' is above the fifth circle; 'C' is above the sixth circle; and 'D' is above the seventh circle. Arrows indicate a path or process: an arrow points from the first circle to the second; an arrow points from the second circle to the third; an arrow points from the third circle to the fourth; an arrow points from the fourth circle to the fifth; an arrow points from the fifth circle to the sixth; and an arrow points from the sixth circle to the seventh. There are also wavy arrows labeled 'S' pointing away from the second, third, and fifth circles, and a wavy arrow labeled 'C' pointing away from the sixth circle.

The figure contains two Feynman diagrams. The left diagram shows an electron (e) and a positron (e) annihilating into a Z boson, which then decays into a muon (μ) and an antimuon (μ̄). The right diagram shows an electron (e) and a positron (e) annihilating into a Z boson, which then decays into a photon (γ) and a neutrino-antineutrino pair (νν̄).

The diagram illustrates three types of motion using a row of objects: a circle, a square, and a circle. The square is divided vertically, with the left half shaded black and the right half white.

- Translational Motion:** Indicated by a straight arrow labeled '1' pointing to the right, passing through the center of the square.
- Rotational Motion:** Indicated by a curved arrow labeled '2' above the square, showing a counter-clockwise rotation.
- Oscillatory Motion:** Indicated by a wavy arrow labeled '3' above the square, showing a back-and-forth movement.



QB - Use only vs. non blitzing teams.

FB - Free release run Arrow route.

HB - Free release run Arrow route.

S - Run Slant route at 6 yds.

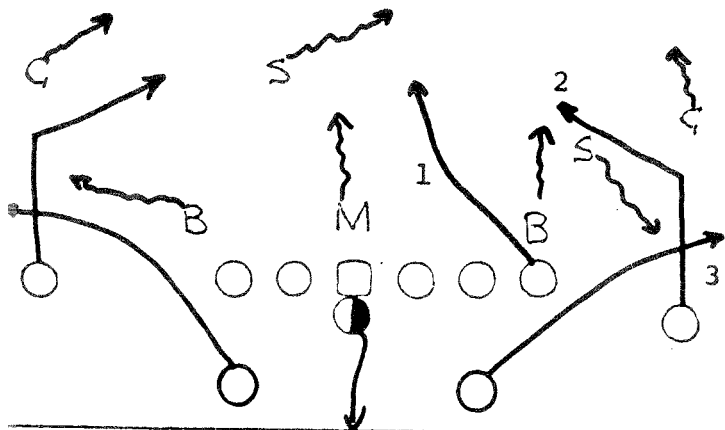
W - Run Slant route at 6 yds.

T - Release on Look - run Curl route at 12 yds.

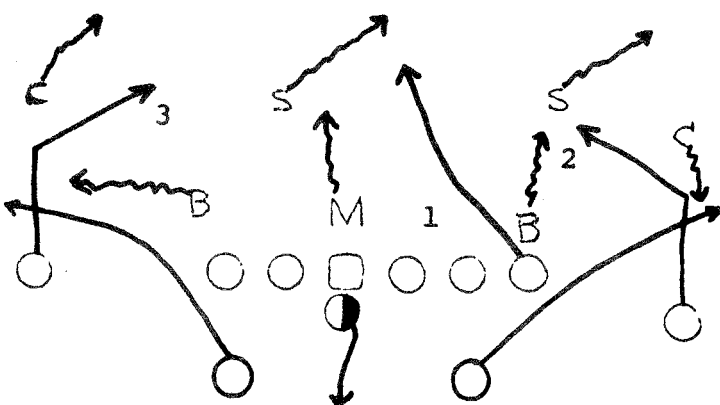
COMMENTS -

| | | |
|--|--|--|
| | | |
| | | |

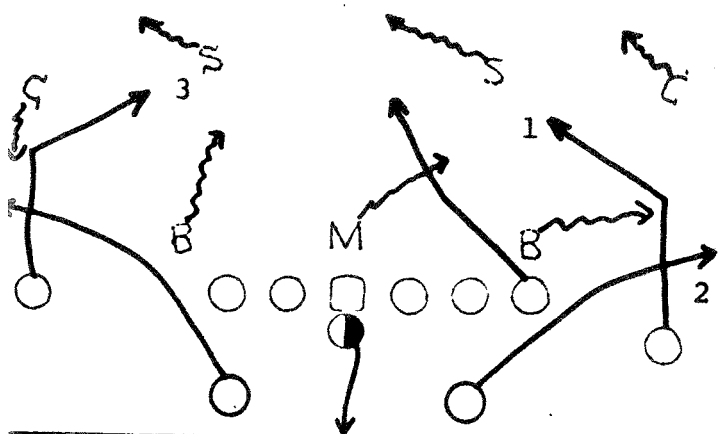
3



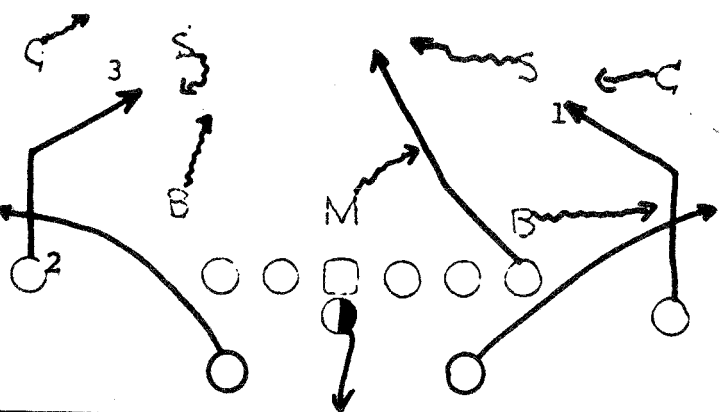
3C



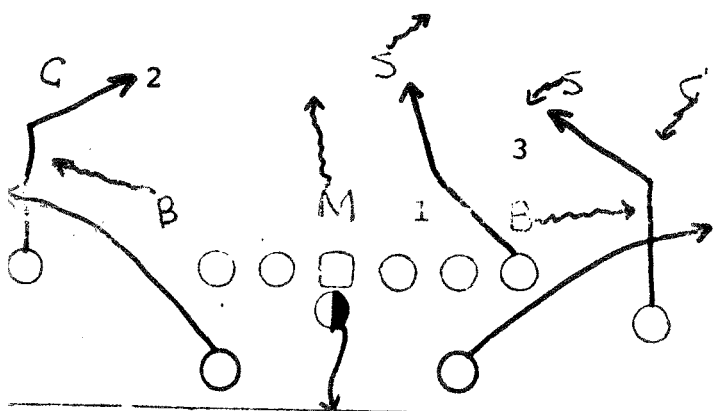
4



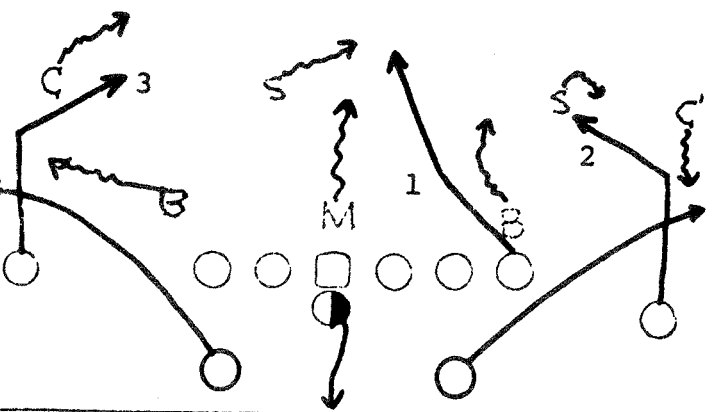
5



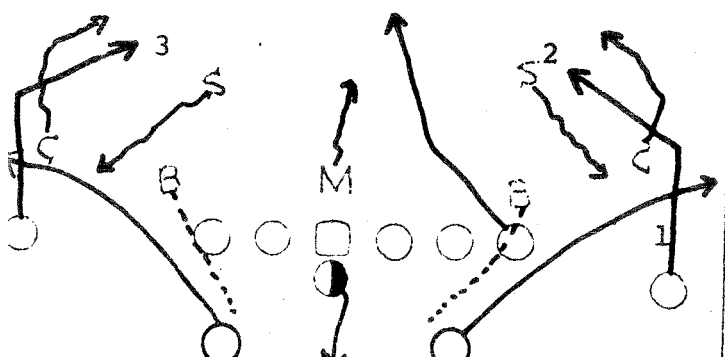
6



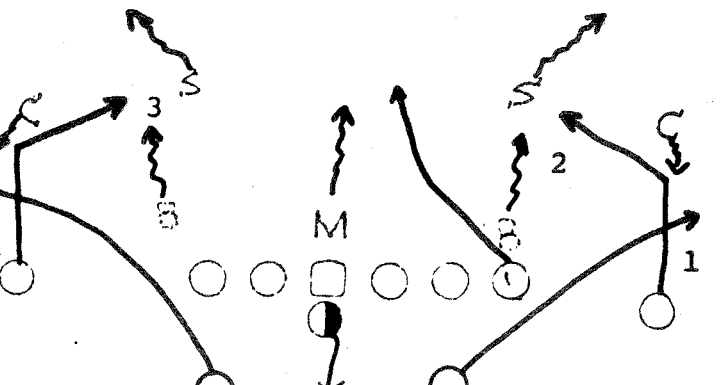
7

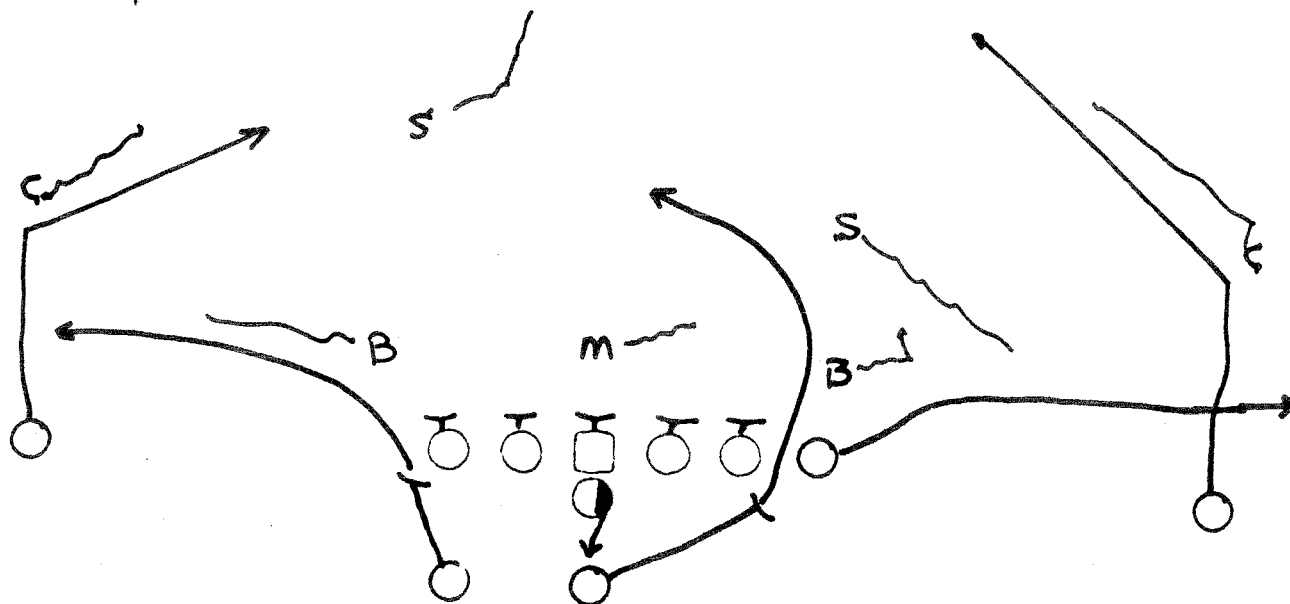


DLITZ



2





QB - S/S back: check TE 1st, Wing 2nd.

FB - Pick up on Sam - No blitz - run C Hook 5 yds. deep.

HB - Pick up on Will- No blitz - run Flat route.

S - Run Slant route at 6 yds.

W - Run Slant route at 6 yds.

T - Outside release - run Diagonal route.

COMMENTS -

○ ○ ○ ○ ○

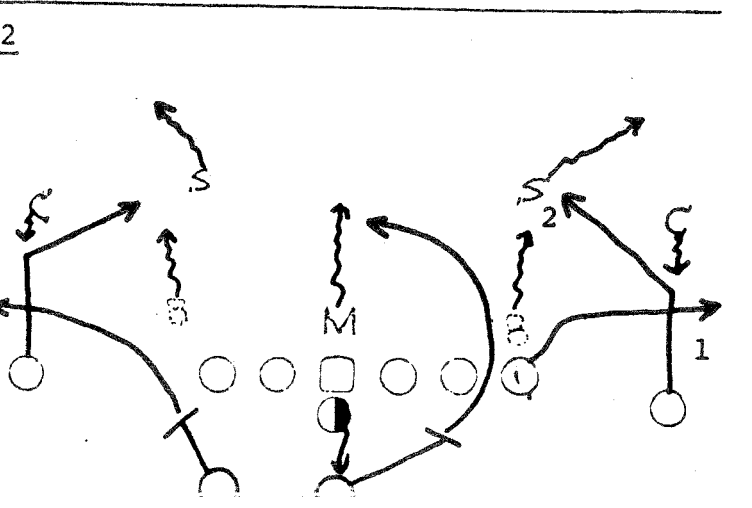
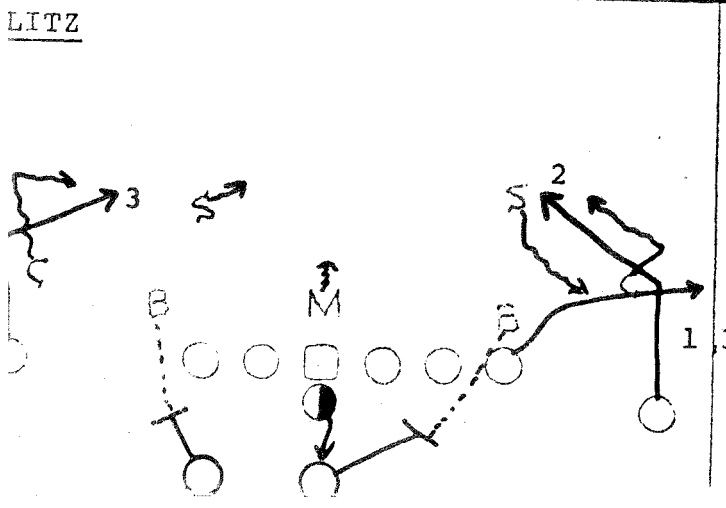
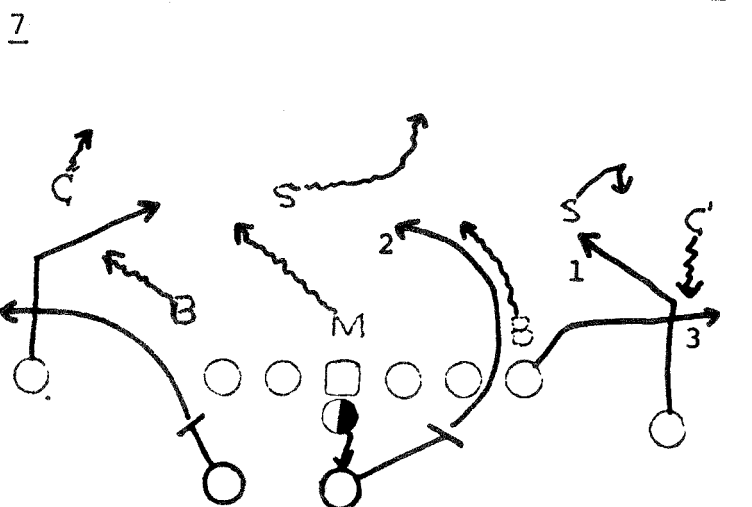
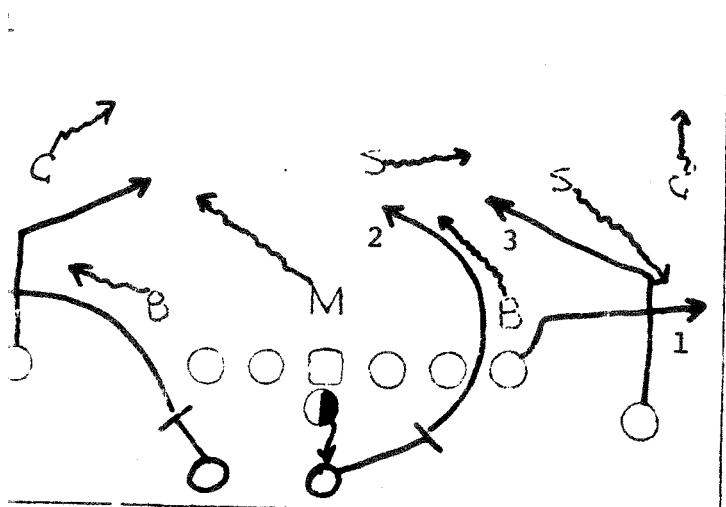
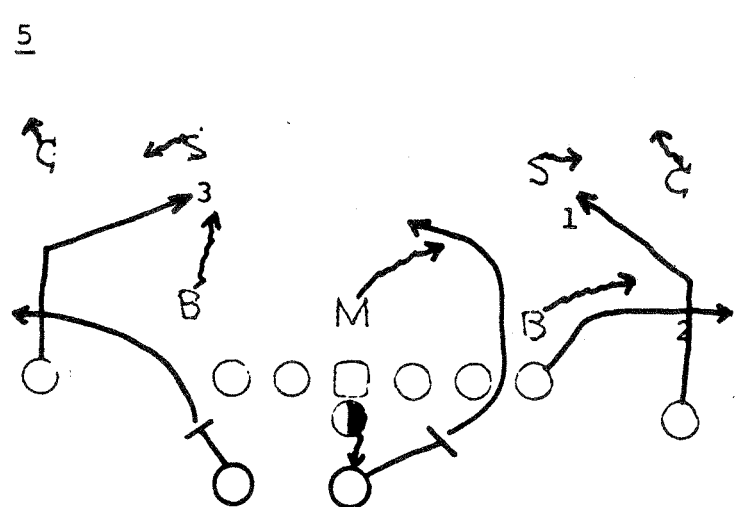
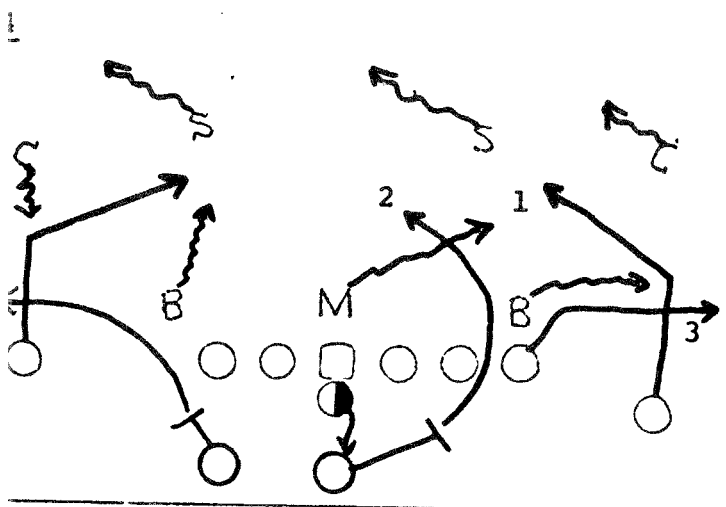
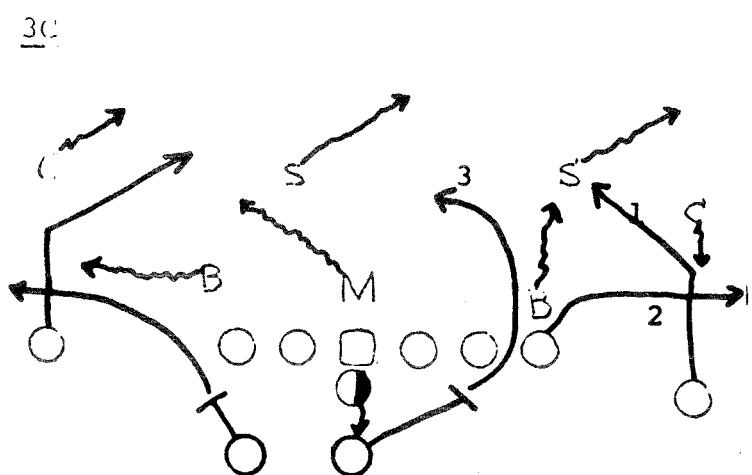
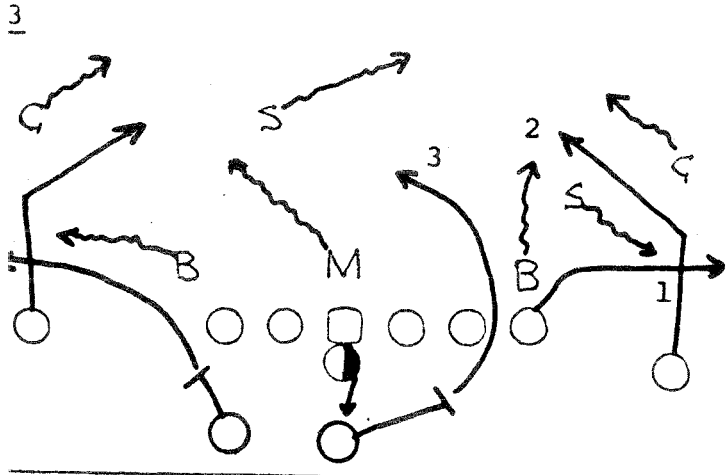
○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○



Play Number QUICK 135 TRAP

Basic Blocking: TRAP

Formations

Basic: 6-7

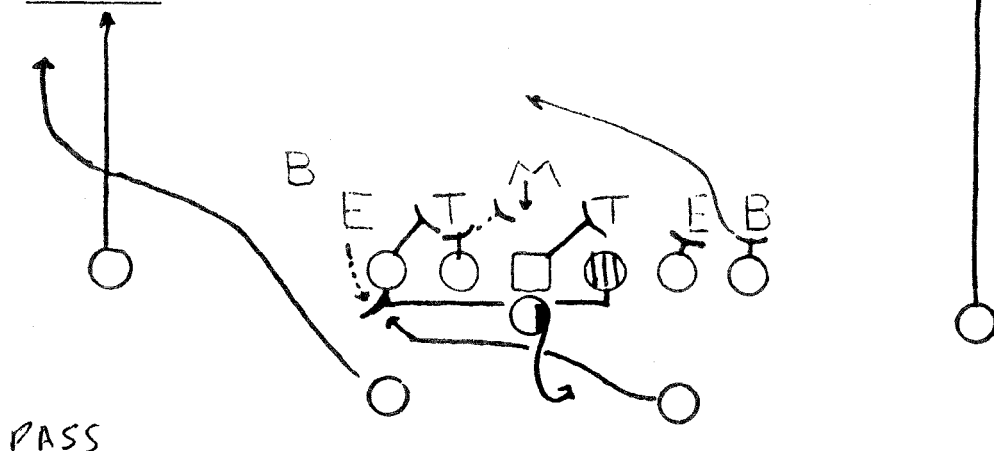
Others: 6-7 Slot

Blocking

Basic: Trap

Others:

vs. 4.3



Ball Carrier: Make all out Quick 35 ball fake.

Back : Free release - run Flat route - turn up sideline if not hit ^{quick}

On Tackle : Block Quick 35 Trap - hit and sustain.

On Guard : Block Quick 35 Trap - hit and sustain.

Center : Block Quick 35 Trap - hit and sustain.

Off Guard : Block Quick 35 Trap - hit and sustain.

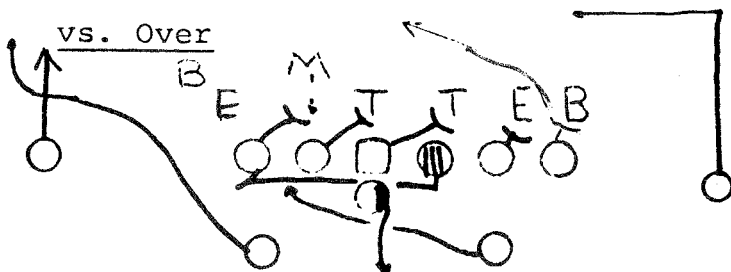
Off Tackle : Block Quick 35 Trap - hit and sustain.

T : Slow block on Stub - run shallow

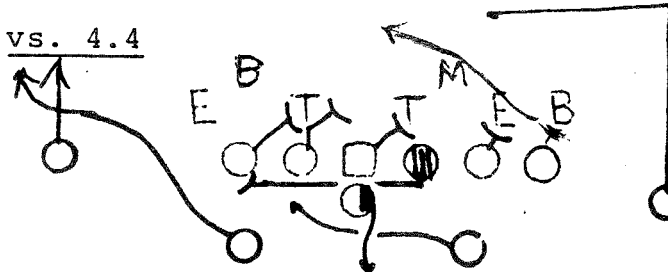
S : Run Go route - turn man outside and run him out.

Wing : Run Center route at 15 yds.

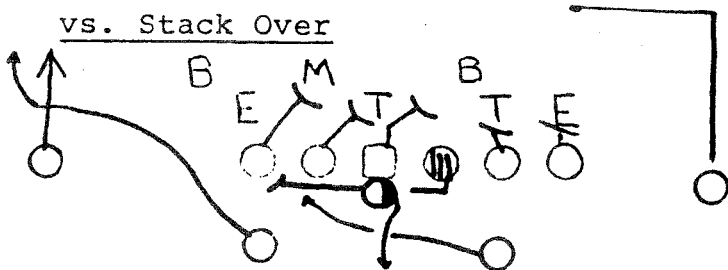
vs. Over



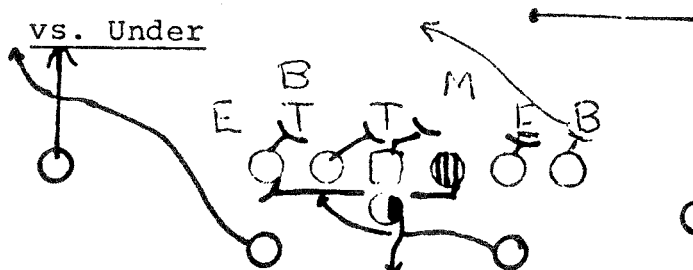
vs. 4.4



vs. Stack Over



vs. Under



Formations

Basic: 2-3

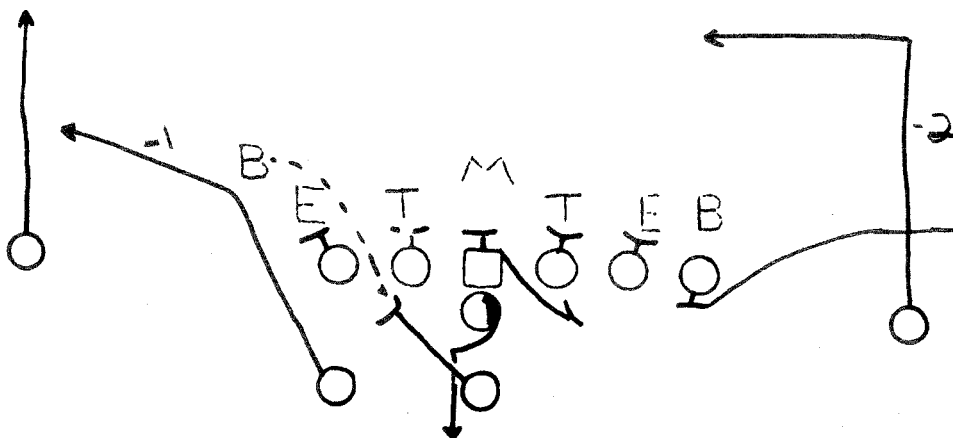
Others: 2-3 Slot
2-3 UpBlocking

Basic:

Others:

vs. 4.3

PASS TO H3



Ball Carrier: Make good Slant 15 fake - pick-up Will - work triangle.

Back : Run Flat route on Will.

On Tackle : Semi-aggressive block on DE - work for position - sustain.

On Guard : Uncovered-slide and pick up Mike on blitz - if covered - semi-aggressive block on DT.

Center : Uncovered-slide and pick up Mike on blitz - if covered - semi-aggressive block on DT.

Off Guard : Uncovered-slide and pick up Mike on blitz - if covered - semi-aggressive block on DT.

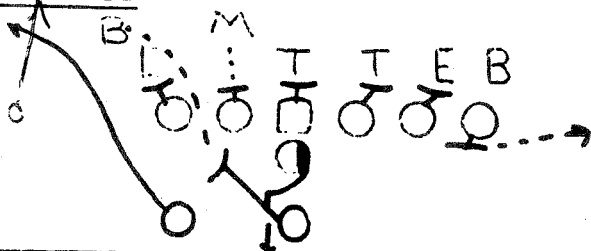
Off Tackle : Semi-aggressive block on DE - work for position - sustain.

T : Slow block - run Diagonal route.

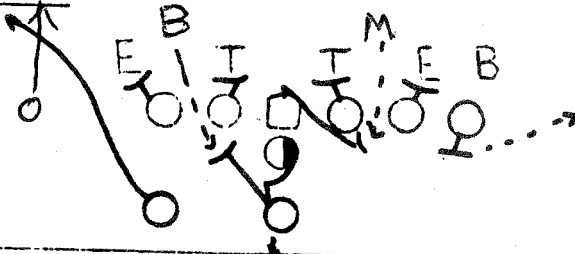
S : Run Go route - turn man to outside and run him out.

Wing : Run Center route at 15 yds.

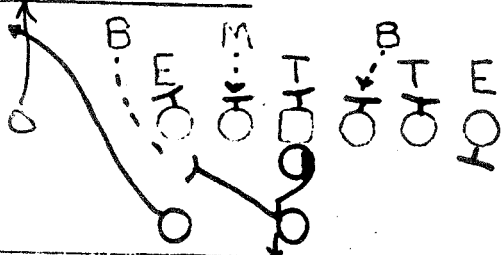
vs. Over



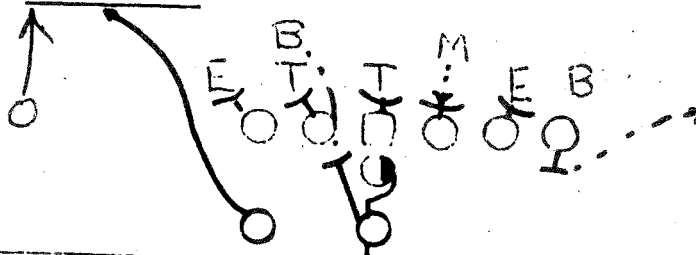
vs. 4.4



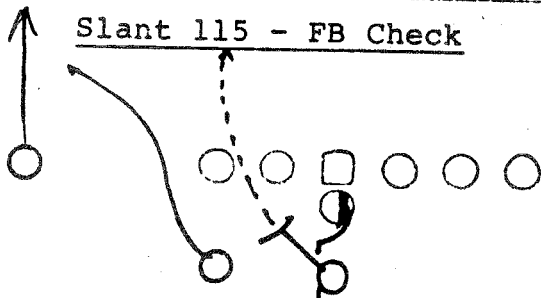
vs. Stack Over



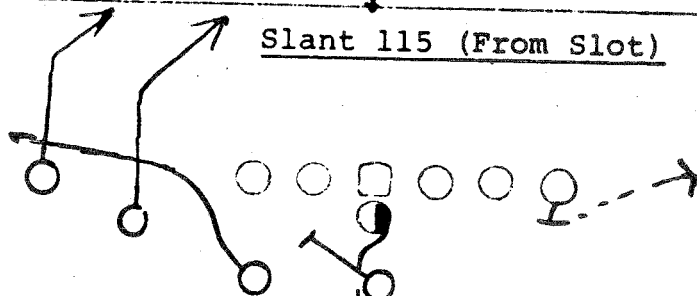
vs. Under



Slant 115 - FB Check



Slant 115 (From Slot)



Play Number

QUICK 133 (T-CROSS)

Basic Blocking:

Formations

Basic: 6-7

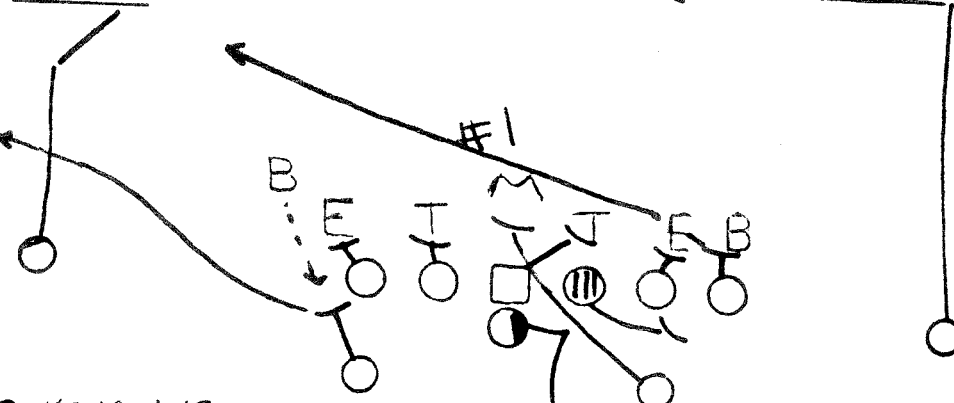
Others: 6-7 Slot

Blocking

Basic:

Others:

vs. 4.3



QB KEYS WS. IF HE COMES UP FOR RUN FAKE, PASS GOES DEEP TO SE.

Ball Carrier: Fake Quick 33 and pick up Mike on blitz.

Back : Pick up on Will- no blitz - run Flat route.

On Tackle : Semi-aggressive block on DE - work for position - sustain

On Guard : Semi-aggressive block on DT - work for position - sustain

Center : Even defense - seal back on DT - Odd - Semi-aggressive b

Off Guard : Slide and pick-up Stub if he blitzes - no blitz - work b

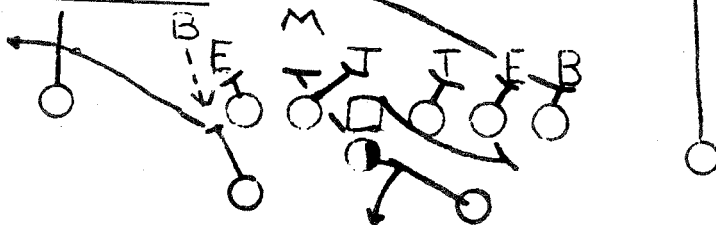
Off Tackle : Semi-aggressive block on DE - work for position - sustain

T : Slam inside shoulder of Stub & run Cross route.

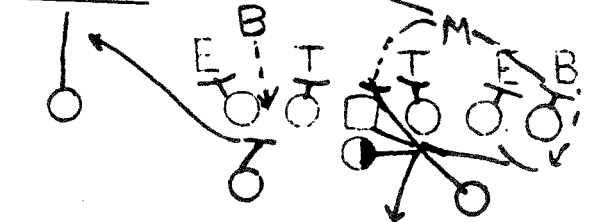
S : Run ZID route.

Wing : Run Center route at 15 yds.

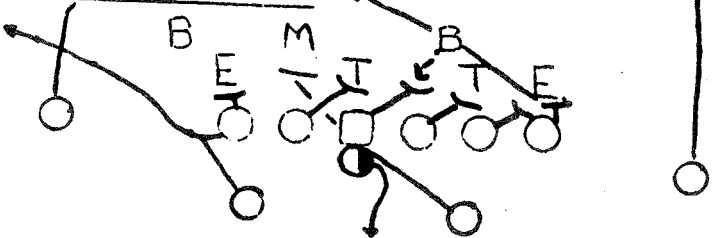
vs. Over



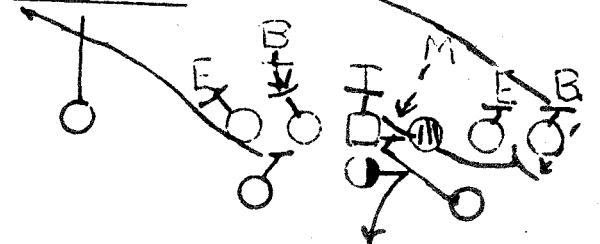
vs. 4.4



vs. Stack Over



vs. Under



Formations

Basic: 0-1

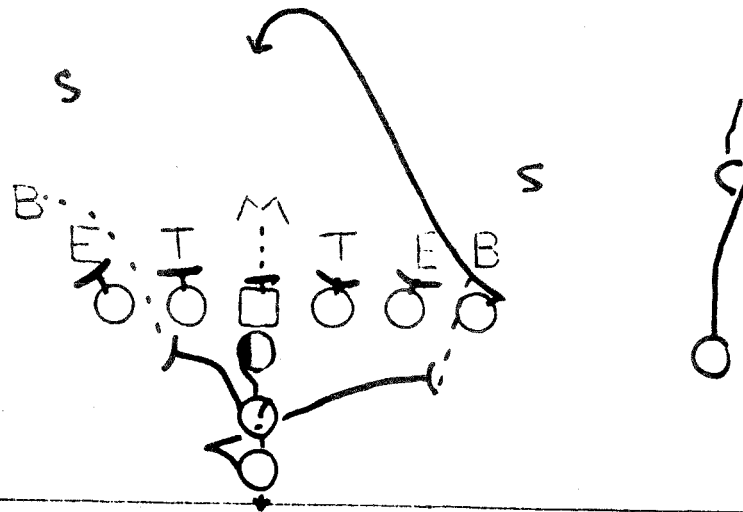
Others:

Blocking

Basic:

Others:

vs. 4.3



Ball Carrier: Fake P38 and block Sam - work triangle.

Back : Fake P12 and block Will - work triangle.

On Tackle : Semi-aggressive block on DE - work for position - sustain.

On Guard : Uncovered pick-up Mike on blitz - if covered, semi-aggressive on DT.

Center : Uncovered pick-up Mike on blitz - if covered, semi-aggressive on DT.

Off Guard : Uncovered pick-up Mike on blitz - if covered, semi-aggressive on DT.

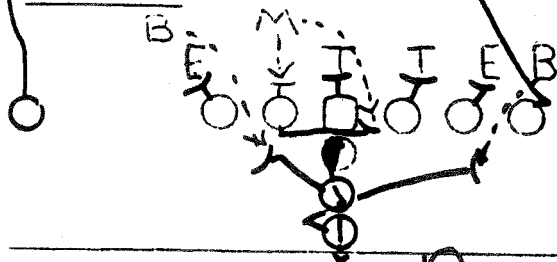
Off Tackle : Semi-aggressive block on DE - work for position - sustain.

T : Run Curl route at 12 yds.

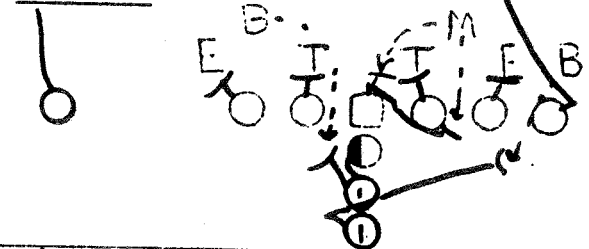
S : Run Comeback route at 18 yds.

Wing : Run Comeback route at 18 yds.

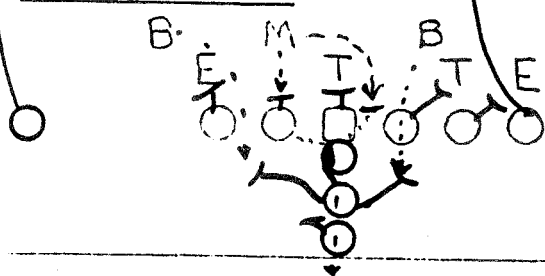
vs. Over



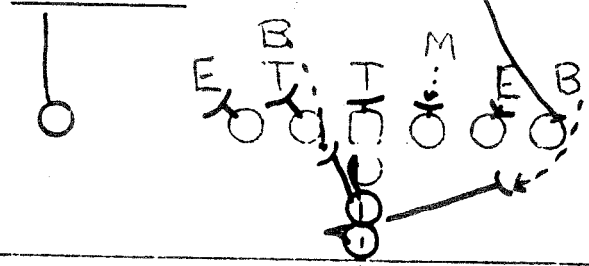
vs. 4.4



vs. Stack Over



vs. Under

IF ROLL UP ON RIGHT SIDE, QB
PASSES TO LEFT.

Formations

Basic:

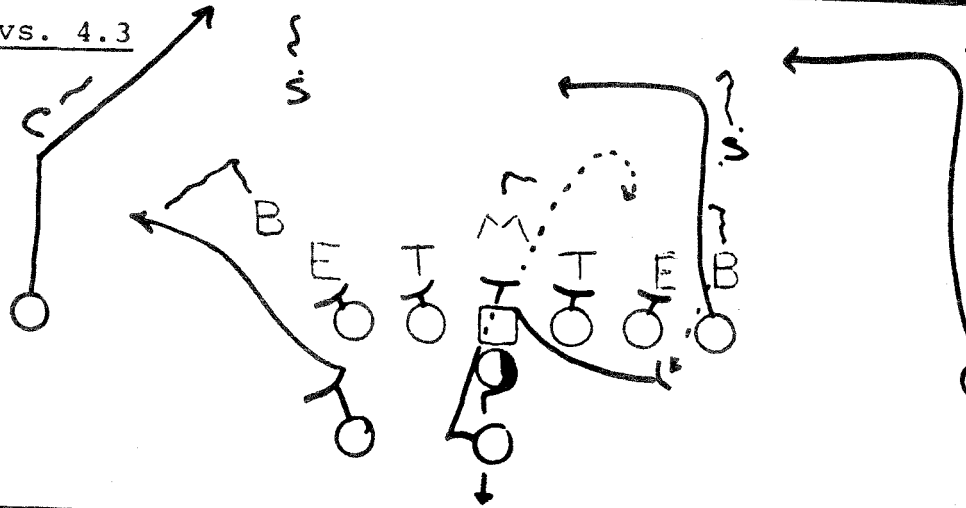
Others:

Blocking

Basic:

Others:

vs. 4.3



Ball Carrier: Fake 42 - 43 Draw - good ball fake - pick-up Mike on blitz
no blitz - leak thru and curl over TE.

Back : Pick-up on Web - no blitz - run Flat route.

On Tackle : Aggressive block on DE - work for position - sustain.

On Guard : Aggressive block on DT - unless defense calls for blitz
pick-up on M-SLB.

Center : Aggressive block on DT - unless defense calls for blitz
pick-up on M-SLB.

Off Guard : Aggressive block on DT - unless defense calls for blitz
pick-up on M-SLB.

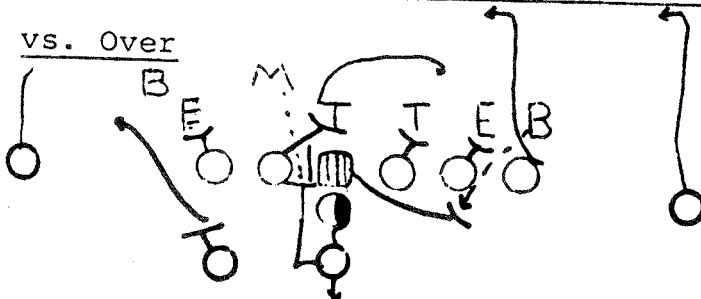
Off Tackle : Aggressive block on DE - work for position - sustain.

T : Best release - run Center route at 10 yds.

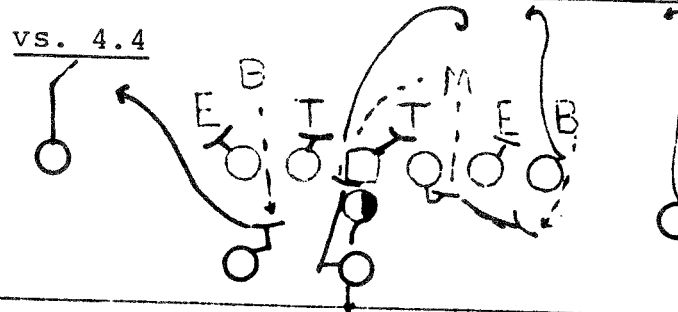
S : Run ZID route.

Wing : Run Center route at 15 yds.

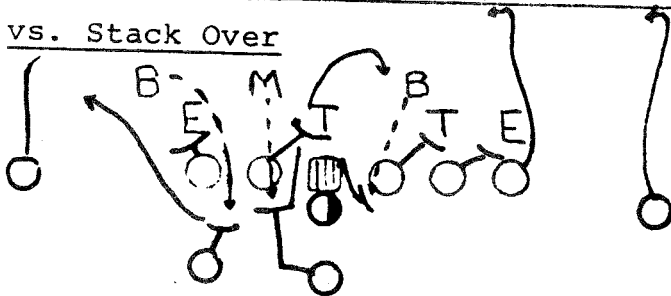
vs. Over



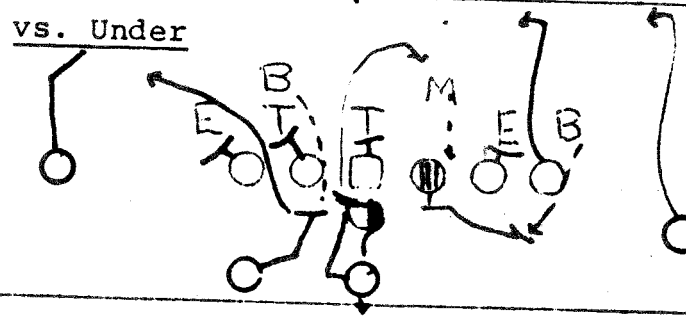
vs. 4.4

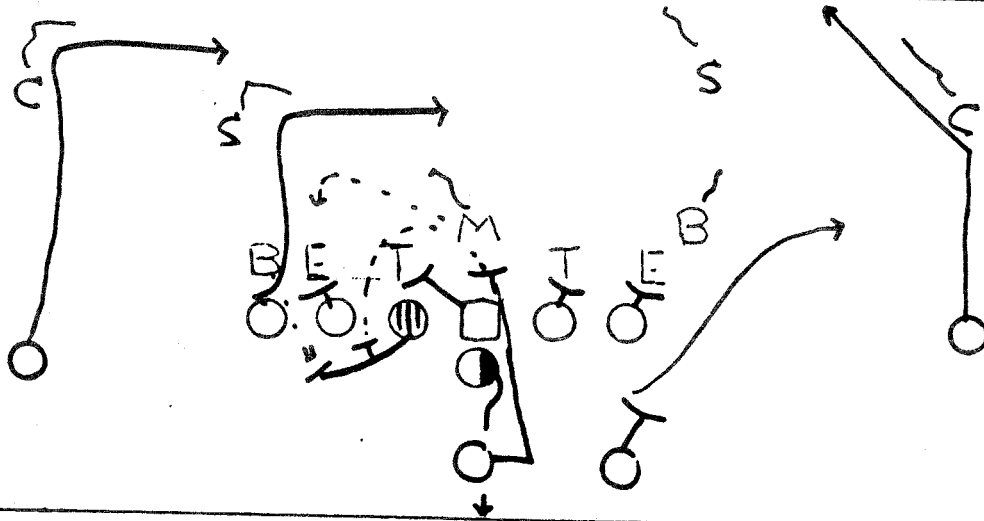


vs. Stack Over



vs. Under





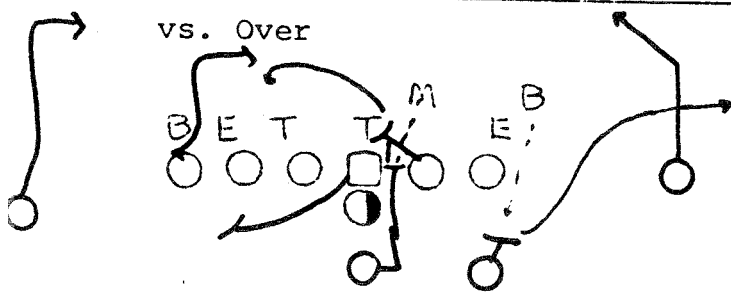
QB Check-Off:

Into:

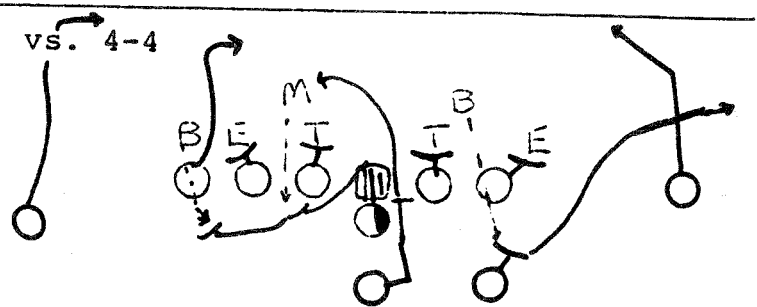
Out of:

QB Action and Alerts: Ball fake - read - dig - can call individuals to Wing and S.

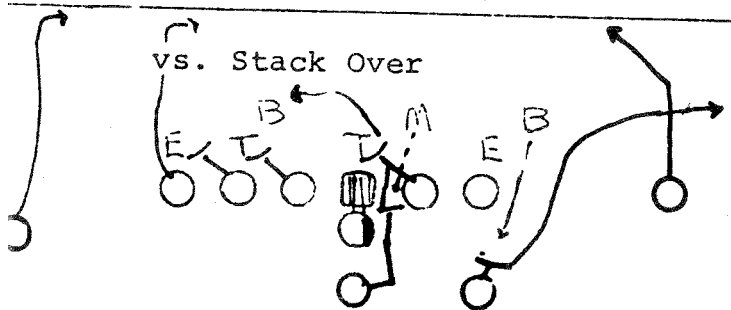
vs. Over



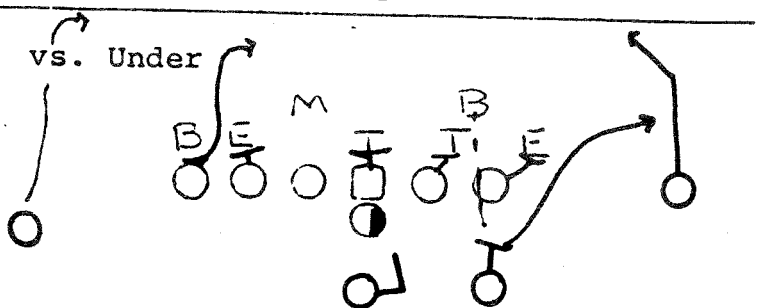
vs. 4-4



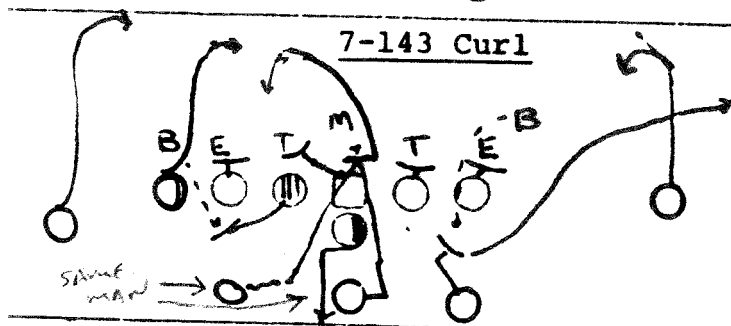
vs. Stack Over



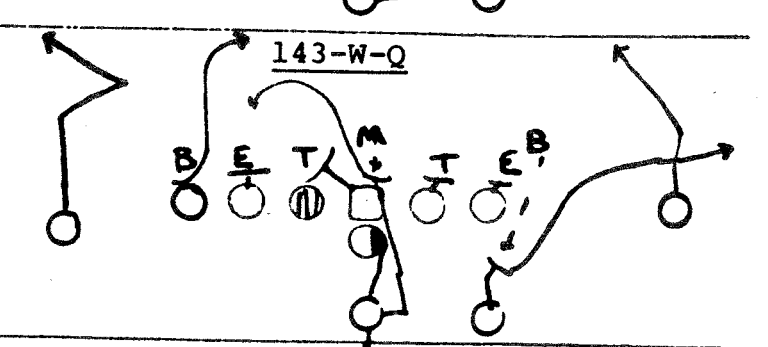
vs. Under

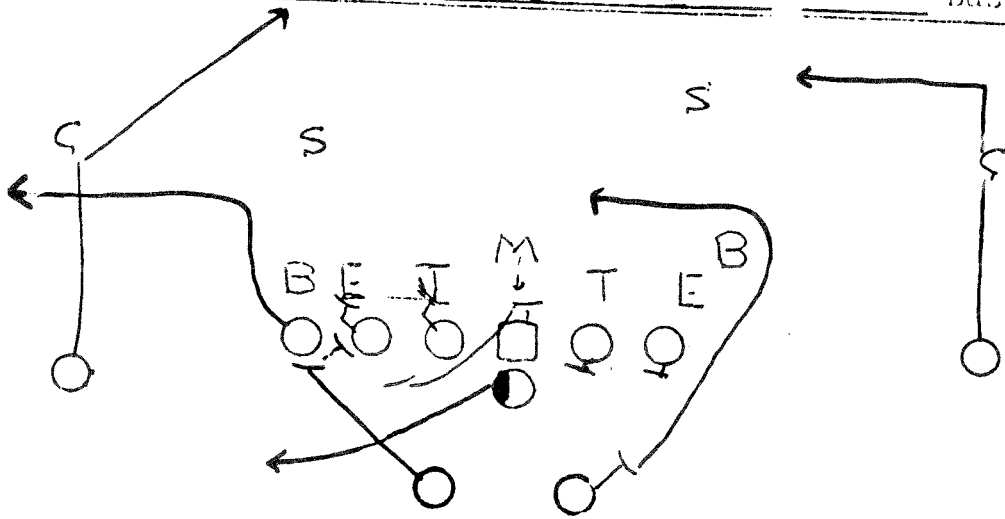


7-143 Curl



143-W-Q



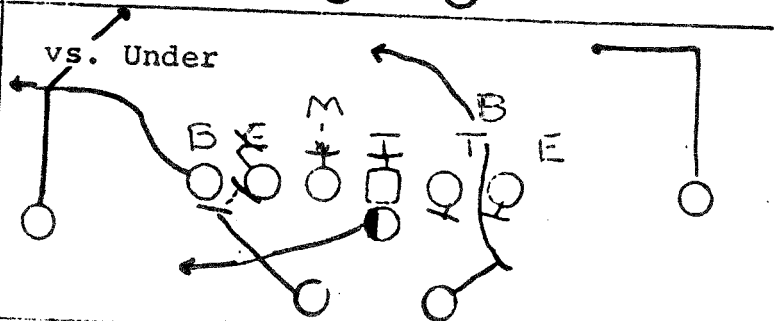
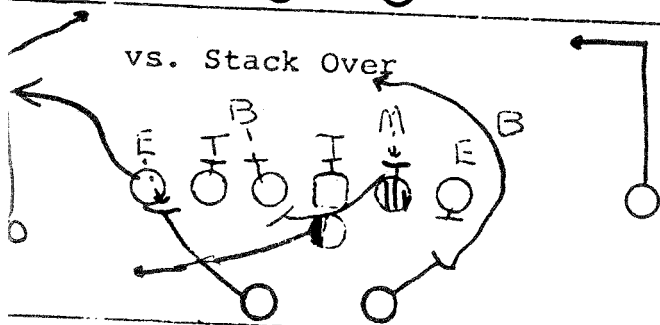
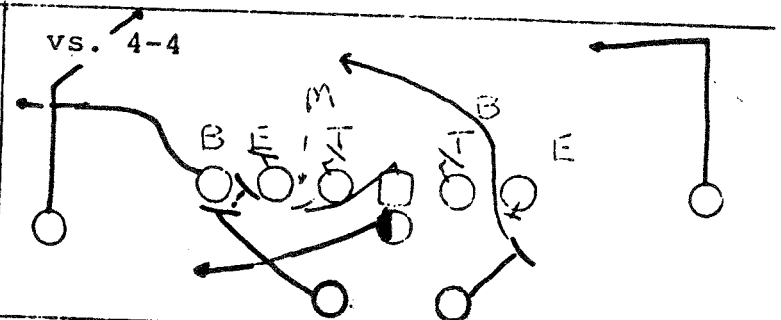
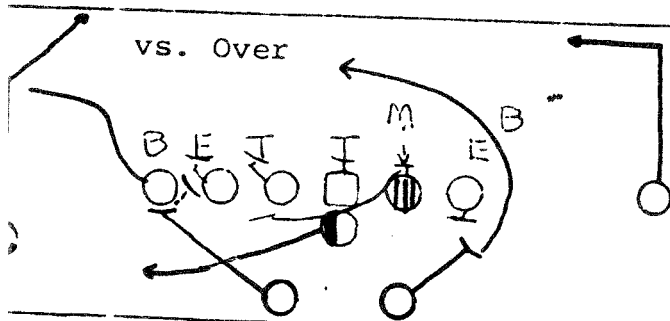


QB Check-Off:

Into:

Out of:

QB Action and Alerts: Sprint to play-side - look for Wing on out pattern or T in seam.



Formations

Basic: 6,

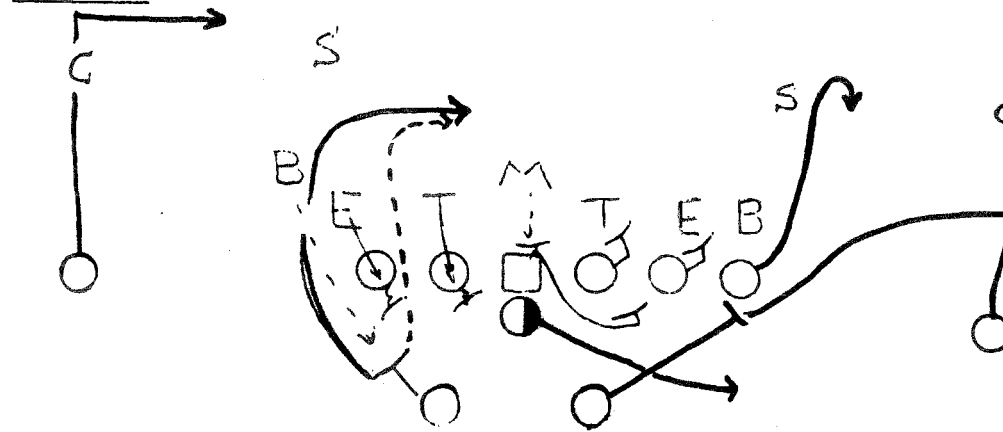
Others: 6 Up

Blocking

Basic:

Others:

vs. 4.3



Ball Carrier: Pick up on Sam - no pick up - run Flat pattern.

Back : Pick up on Will - no pick up - run H-Cross pattern.

On Tackle : Semi-aggressive Pass-Pro on DE - work for outside position hit and contain.

On Guard : Semi-aggressive Pass-Pro on DT - work for outside position hit and contain.

Center : Pick up Mike on blitz - work to strongside - help where needed.

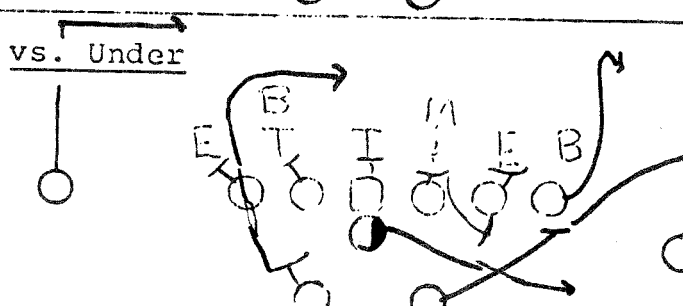
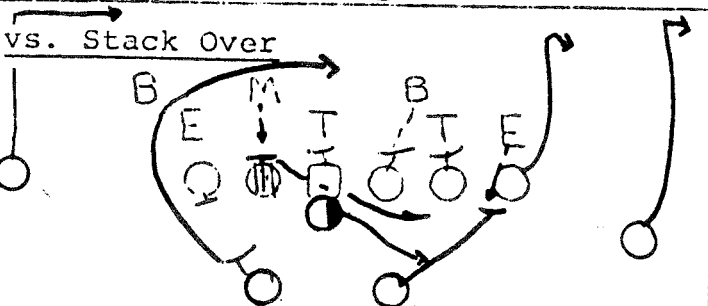
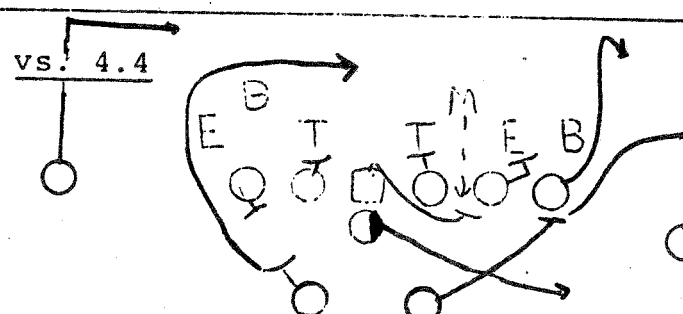
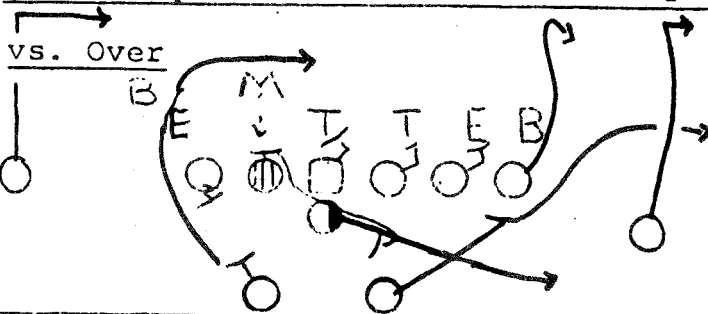
Off Guard : Regular drop-back pass-pro on DT.

Off Tackle : Regular drop-back pass-pro on DE.

T : Best release - read defense - run outside curl 8-10 yds.

S : Run center route at 15 yds.

Wing : Run Out route at 12 yds.



Formations

Basic:

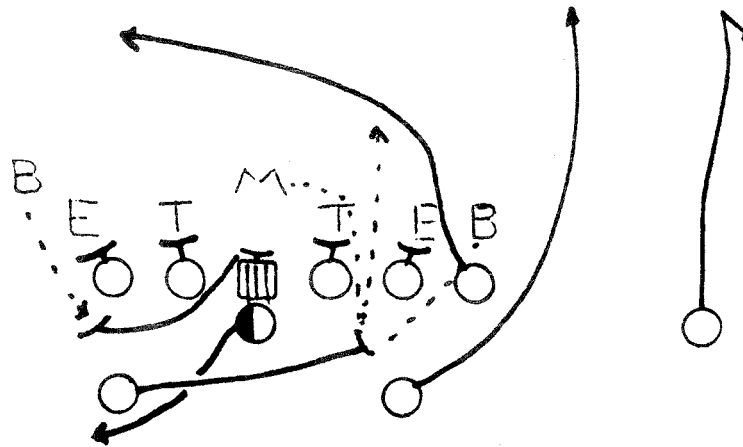
vs. 4.3

Others:

Blocking

Basic:

Others:



Ball Carrier: Good ball fake on F38 - blitz pick-up if Mike blitzes strong - pick up Sam pattern - rush check.

Back : Run an M pattern.

On Tackle : Aggressive block on DE - work for outside position - sustain.

On Guard : Uncovered on MLB if he blitzes to bootside - pick up Will-seal inside.

Center : Uncovered on MLB if he blitzes to bootside - pick up Will-seal inside.

Off Guard : Uncovered on MLB if he blitzes to bootside - pick up Will-seal inside.

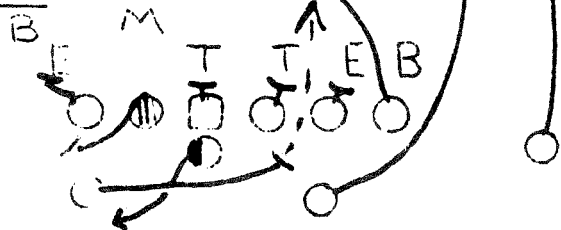
Off Tackle : Aggressive block on DE - hit and sustain.

T : Take inside release - run crossing pattern.

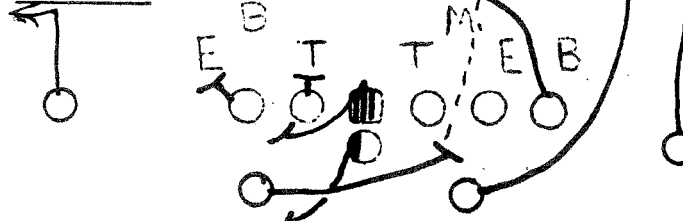
S : Run out pattern at 15 yds.

Wing : Run comeback pattern at 18 yds.

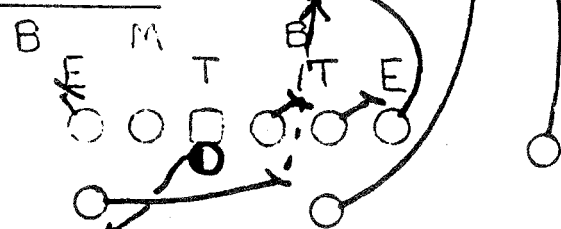
vs. Over



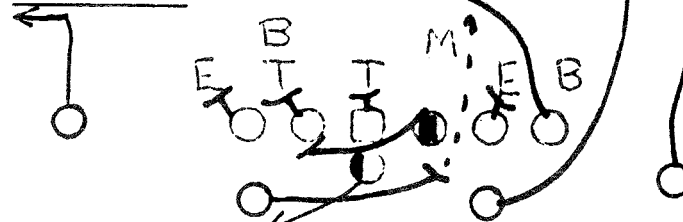
vs. 4.4



vs. Stack Over



vs. Under



QB: LOOK FOR SE ON OUT, TE ON CROSS. FB OPEN A LOT ON THIS PATTERN AS WELL AS HB ON CHECK ROUTE.



Formations

Basic: 6-7

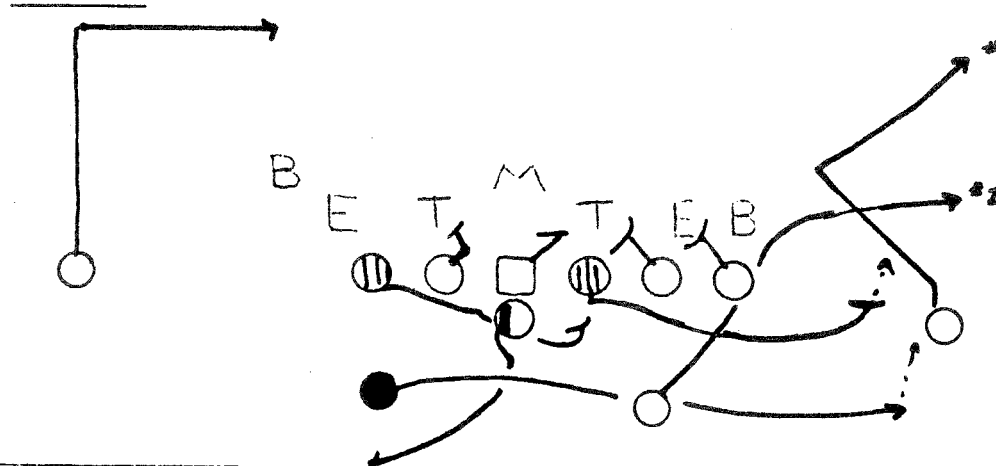
Others:

Blocking

Basic: G

Others:

vs. 4.3



Ball Carrier: Run Flow 38 - look for Wing or FB open quick - if not call "Go" and key on Guard for break.

Back : Bob block approach - run Arrow route.

On Tackle : Block down on DT - work for position and contain.

On Guard : Pull - pick up force man (Sam or Str.Saf.) - alert for "Go call"

Center : Step at Mike - protect onside gap - seal back.

Off Guard : Aggressive block on DT - work for inside position - sustain

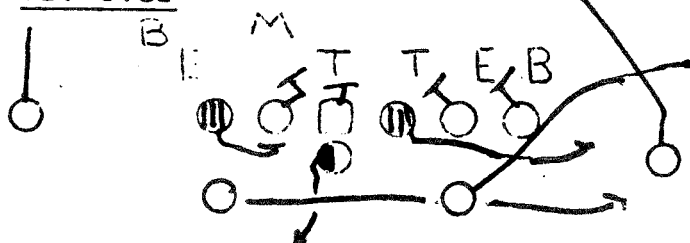
Off Tackle : Pull - wheel to L.O.S. - pick up most dangerous man.

T : Block down on DE - work for position - sustain.

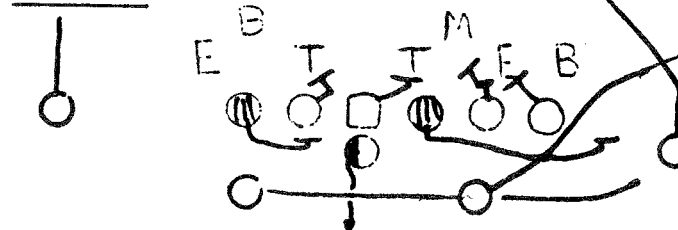
S : Run center route at 15 yds.

Wing : Take crack approach and run Q route.

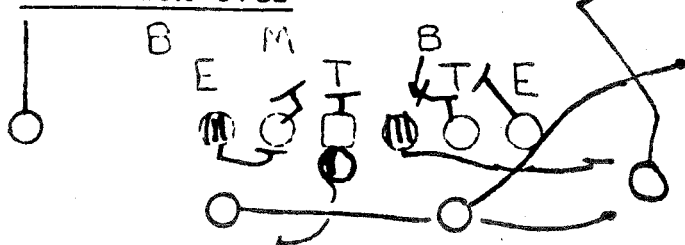
vs. Over



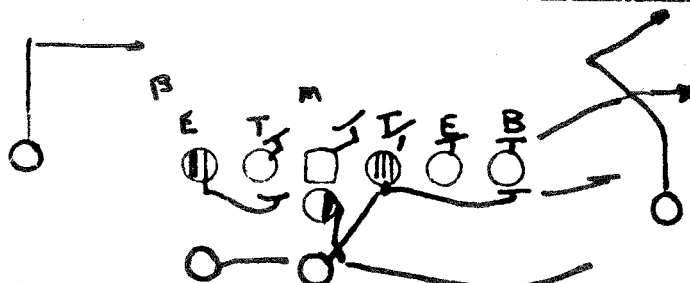
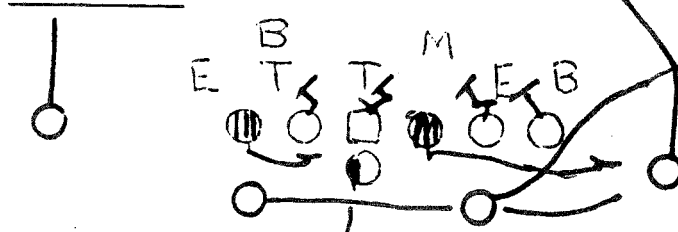
vs. 4.4



vs. Stack Over



vs. Under



SCREENS (500 Series)

Screens will be categorized in the 500 series. They will be divided into three categories:

- A. Regular Drop-Back Screens
- B. Quick Screens
- C. Play-Action Screens

Regular Screens

Regular screens will be derived from our normal drop-back flare control and pass-protection. Formations and type of screens will be set weekly

QB - Set at 7 steps - look and pump away from side of screen. Drift to 9 yards. Make defense force you to throw - be an actor - sometimes it will help get ball off by drifting to side of screen after set.

SCREENING BACK - Screen off blitzing Linebacker with outside shoulder - if none - get to open spot. Key on side guard and release with him. Stay in wall of screen after releasing.

REMAINING BACK - Check blitz pick-up - quick break-down release to screen block most dangerous man.

ON-SIDE TACKLE - Drop off on straight line - let Defensive End think he is beating you to inside and then chop him.

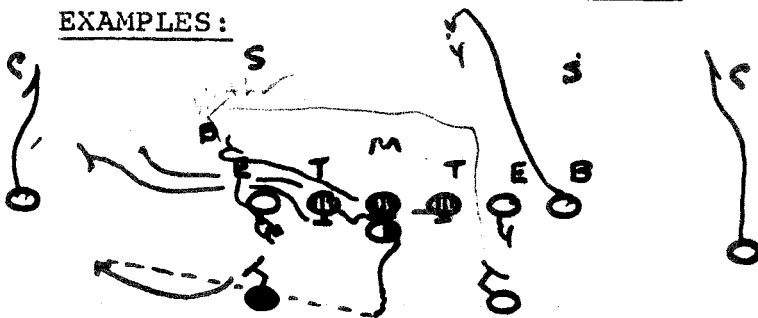
ON-SIDE GUARD - You are key man - you are responsible for outside force man. Count 1001-1002-1003 before releasing.

CENTER AND OFFSIDE GUARD - Set-up in regular pass-protection. Count 1001-1002-1003 - release - Center responsible for turn upfield or 2nd man. Offside Guard peel or clean-up.

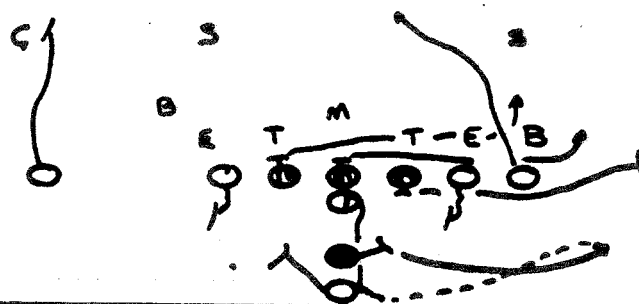
OUTSIDE RECEIVERS - Maximum split - explode off line - read DC reaction stalk block. If roll - zone into you - take outside release - block deep third.

EXAMPLES:

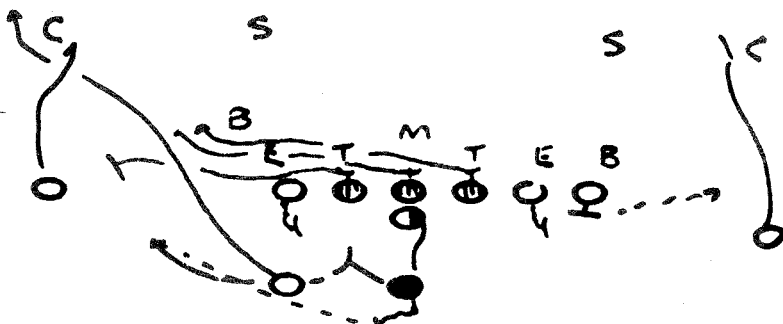
550 - Screen Lt. to HB



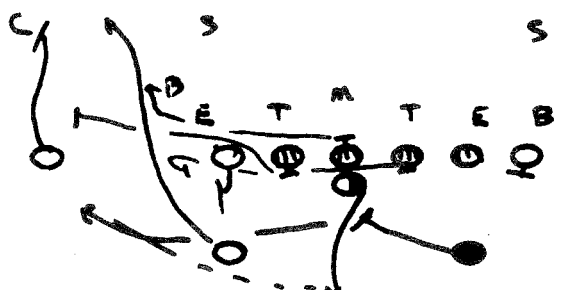
550 - Screen Rt. to FB



578 - Screen Lt. to FB



574 - Screen Lt. to FB

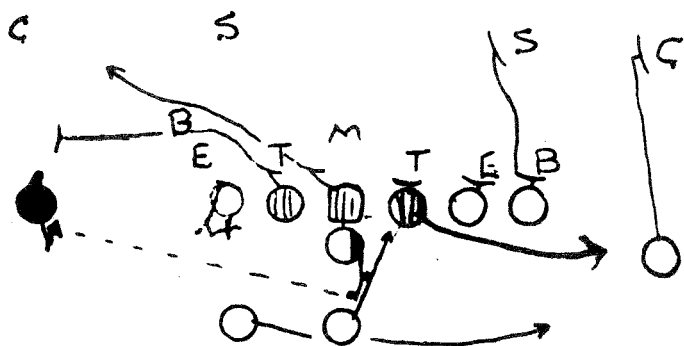


Play-Action Screens

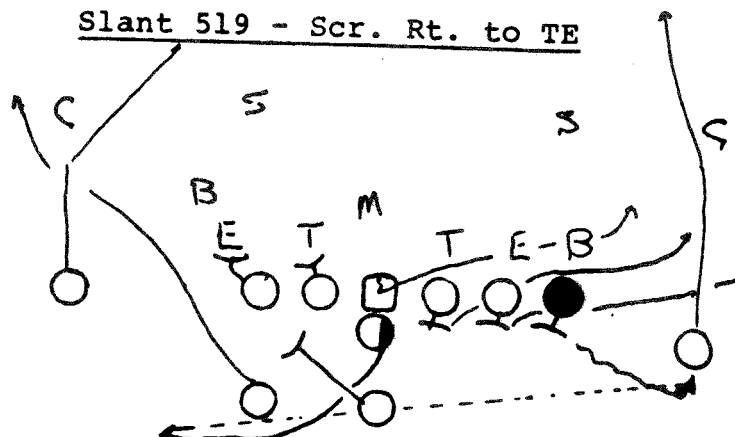
Play-action screens will be thrown (off of a running play fake) to a designated receiver.

EXAMPLES:

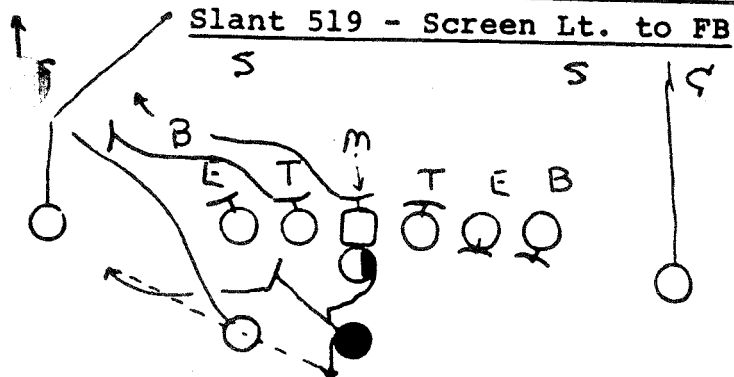
Ride 538 - QK Screen Left to S



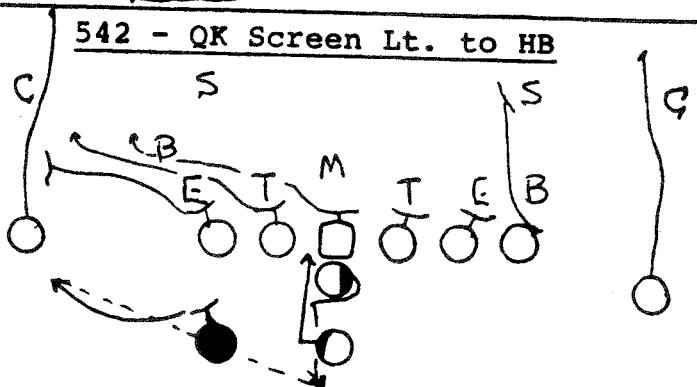
Slant 519 - Scr. Rt. to TE



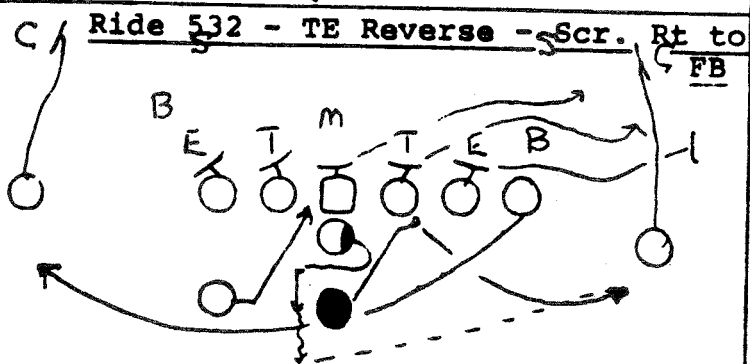
Slant 519 - Screen Lt. to FB



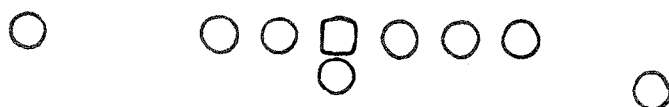
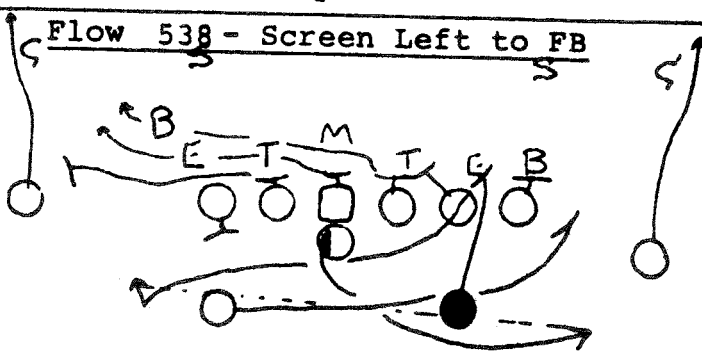
542 - QK Screen Lt. to HB



Ride 532 - TE Reverse - Scr. Rt to FB



Flow 538 - Screen Left to FB



Quick Screens

If the word - QUICK - is added - we will use Quick pass - protection and the ball will be thrown to a designated receiver (usually after some type of fake).

QB

- Make fake quickly - Set and throw to designated receiver.

SCREENING BACK

- Get depth and width, look at QB - watch ball in hands - look to cut back, or cut off blockers.

ONside GUARD

- Look for force man.

WING & S

- Get wide - run at outside of your defensive HB, and take him straight downfield.

ONside TACKLE

- Outside set - Cut defensive End unless he rushes inside - than clean up either def. Tackle or def. End.

ONside GUARD

- Aggressive block - go at outside hip of Tackle.

CENTER

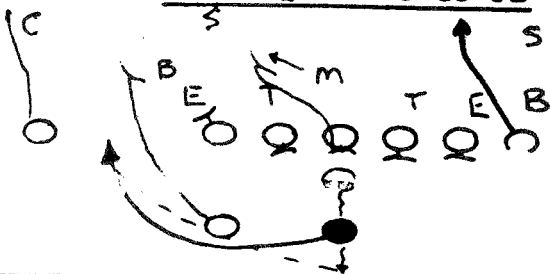
- Always go toward screen - you are responsible for 2nd man that shows.

OFFside LINEMAN

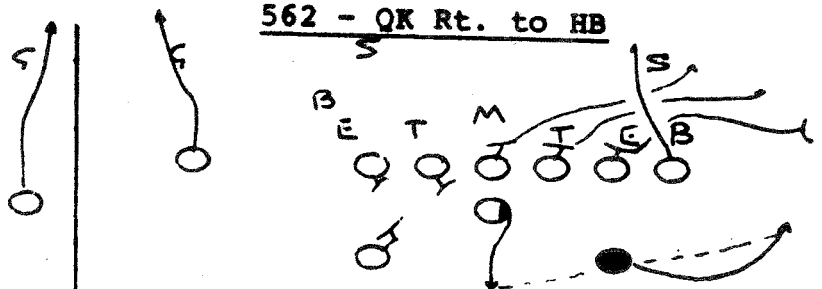
- Regular quick pass protection - stay with man all the way.

EXAMPLES:

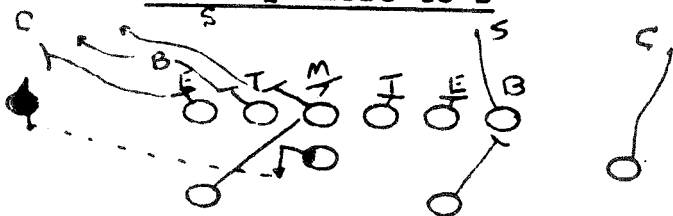
578 - QK Left to FB



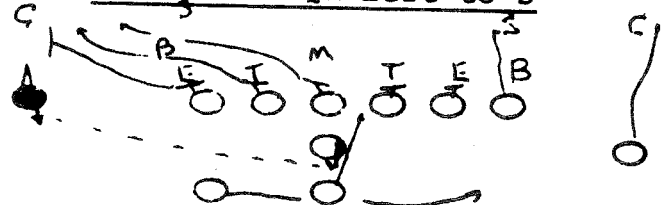
562 - QK Rt. to HB



532 - QK Left to S



Ride 538 - QK Left to S



TWO MINUTES TO GO

Probably the most important part of a ball game is the two minutes to go in either half. Many a game is won during that vital time. It is not only imperative for the team captain to know when time is out, and whether the clock starts with the snap or with the referee's whistle, but for each individual player also. Time outs must be saved for these periods. A team that can handle itself through this period without confusion and frustration will be the champion. We Are The Best!

Each ball carrier should think in regard to getting as many yards possible and then getting out of bounds. Needing a touchdown or field goal might be played differently. The ball carrier would be more conservative in going out of bounds in playing for a field goal.

- GENERAL RULES OR GUIDES -

QB - If less than 30 seconds to go, and we are ahead and expending time, let the clock run out without running a play.

QB - If very little time left, it is 1st, 2nd or 3rd down, stop the clock by overthrowing a 90 out of bounds. The final play can be called without the time expiring.

At the end of the 2nd or 4th quarters, or after fair catch of Punt or returning K.O., offensive team come to coach for plan of attack - must have a series ready to go as team goes in.

-EXAMPLE-

NO TIME OUT - Run on completed pass - line up in "check with me" formation or run 2nd play called in huddle.

1st TIME OUT - Completed pass or run.

2nd TIME OUT - Save for final minute.

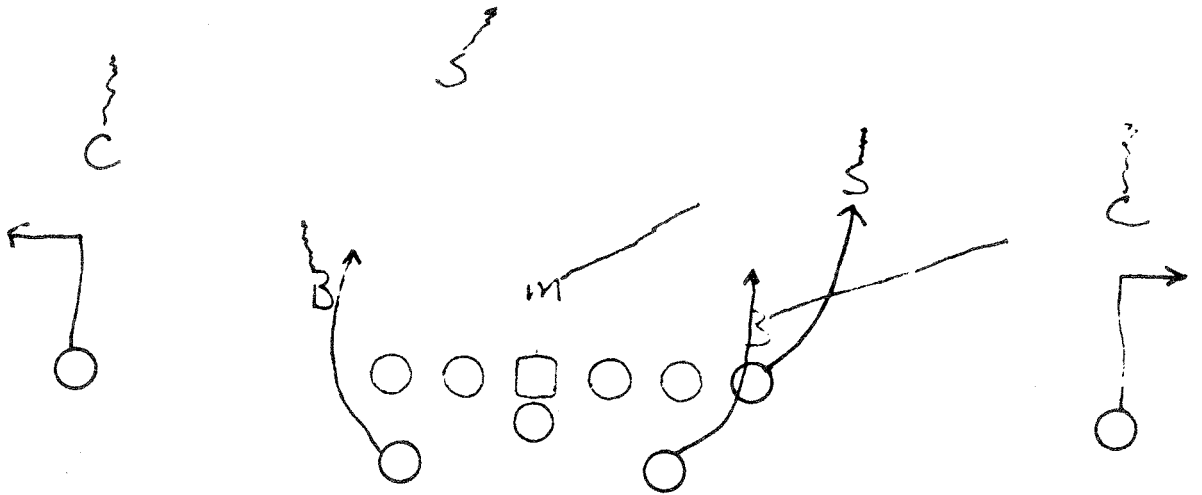
3rd TIME OUT - Field goal or last play.

The following points are important in the last two minutes:

Notification of two minutes - time starts with snap.

1. Watch is not started after score until kick-off is legally touched.
2. After 4th time out, clock starts with referee's whistle.
3. Prior to the last two minutes, a time out in excess of three is a foul unless for an injured player, who must be removed from game. Time starts at referee's signal. (captain designates player)

CLOCK



QB - Take 90 Drop Picking a Side.

FB - Run a Close.

HB - Run a Close.

S - Quick Out - C.P. - Roll Adjustment.

W - Quick Out - C.P. - Roll Adjustment.

T - Outside Release - Run Go.

COMMENTS - This pattern is designed to stop the clock or pick up yardage if time permits.

○○□○○

○○□○○

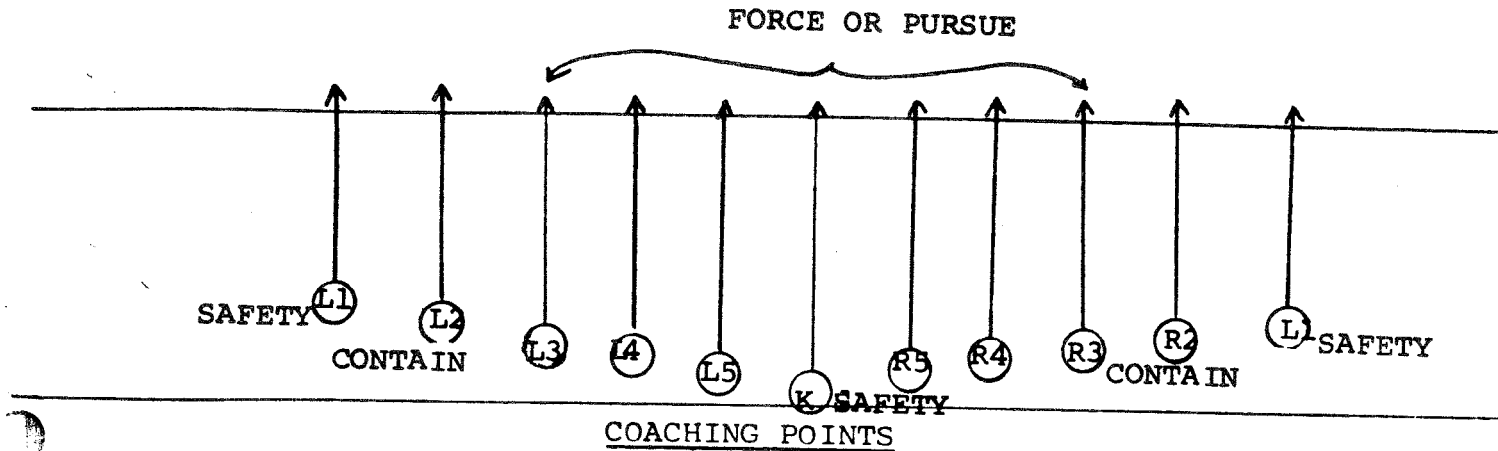
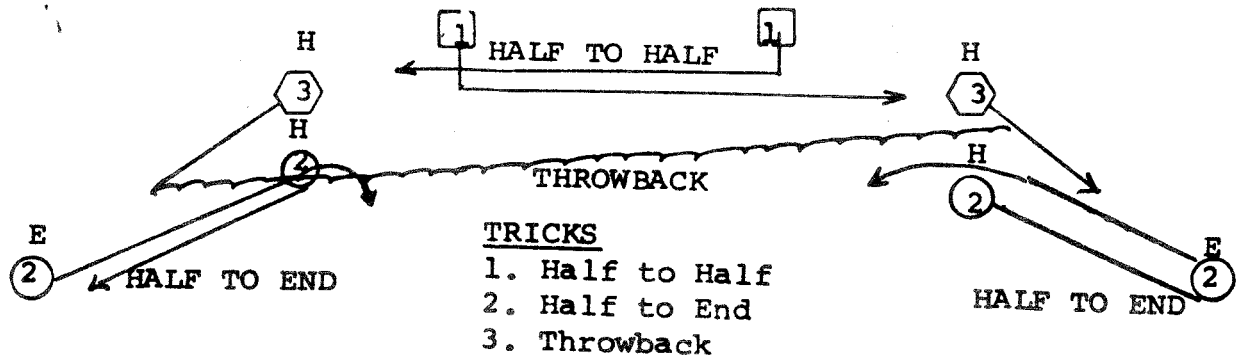
○○□○○

○○□○○

○○□○○

○○□○○

KICK-OFF COVERAGE



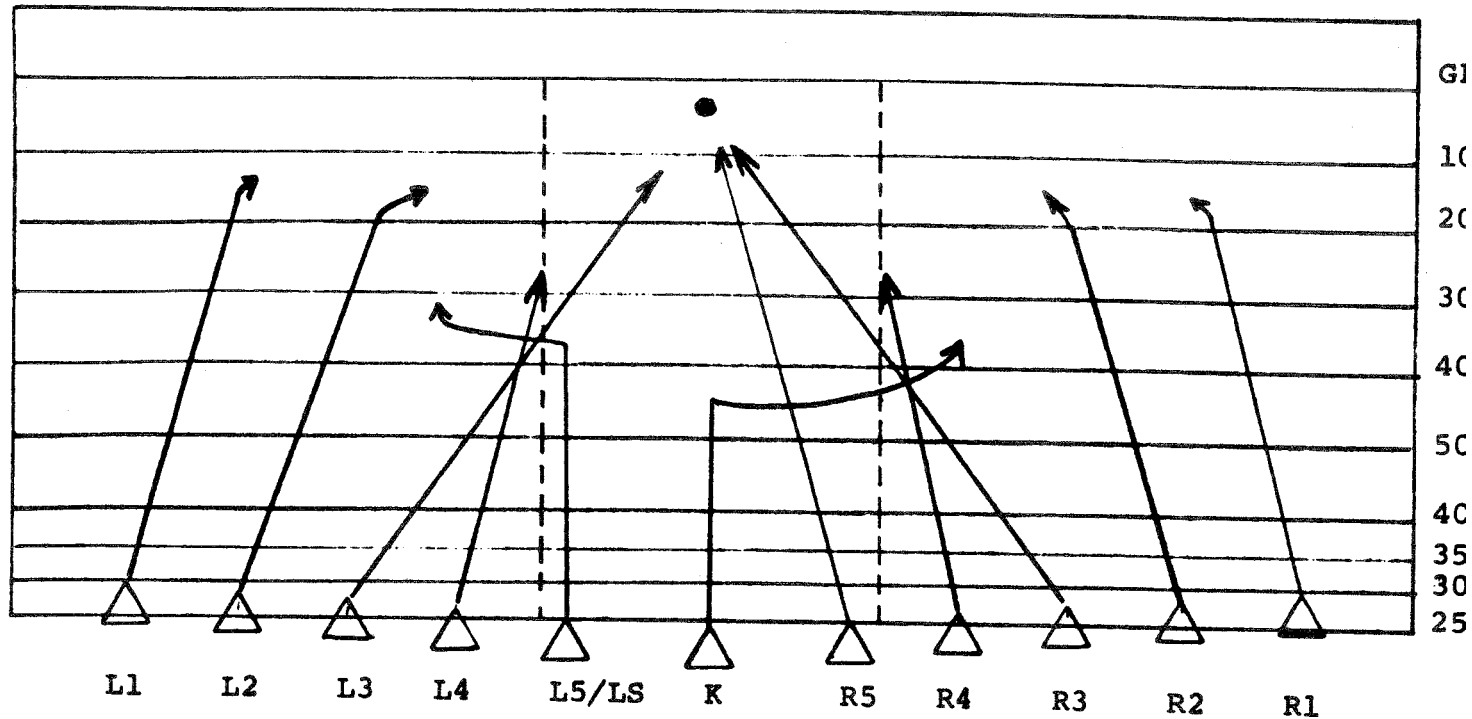
1. Alignment

- a. L1 and R1 line up 5 yds. from the sideline.
- b. Other men are equally spaced across the field.
- c. L5 and R5 line up even with the kicker.
- d. Other men line up in a crescent formation facing the kicker with your hands on your knees.
- e. Be in position to see the kicker as he approaches the ball.

2. Coverage

- a. Speed, desire, determination are the keys for good coverage. A player shows his true football character on kicking teams.
- b. Start forward with a cross-over step with your inside foot as the kicker passes to you. (Be a full yard behind as he kicks. THERE IS NO EXCUSE FOR BEING OFFSIDES.)
- c. It is vital that each man maintains his lateral spacing as he continues downfield. RUN HARD - GET DOWNFIELD FAST - then bring yourself under control as you converge on the ball carrier.
- d. Do not be forced wide of your lane of coverage. If you are forced wide, get back into it as quickly as possible. 5-4-3 ALWAYS TRY TO AVOID TO THE INSIDE.
- e. Two of the common faults are getting forced too wide apart or following each other.
- f. Do not become bunched and have one blocker knock two men down.

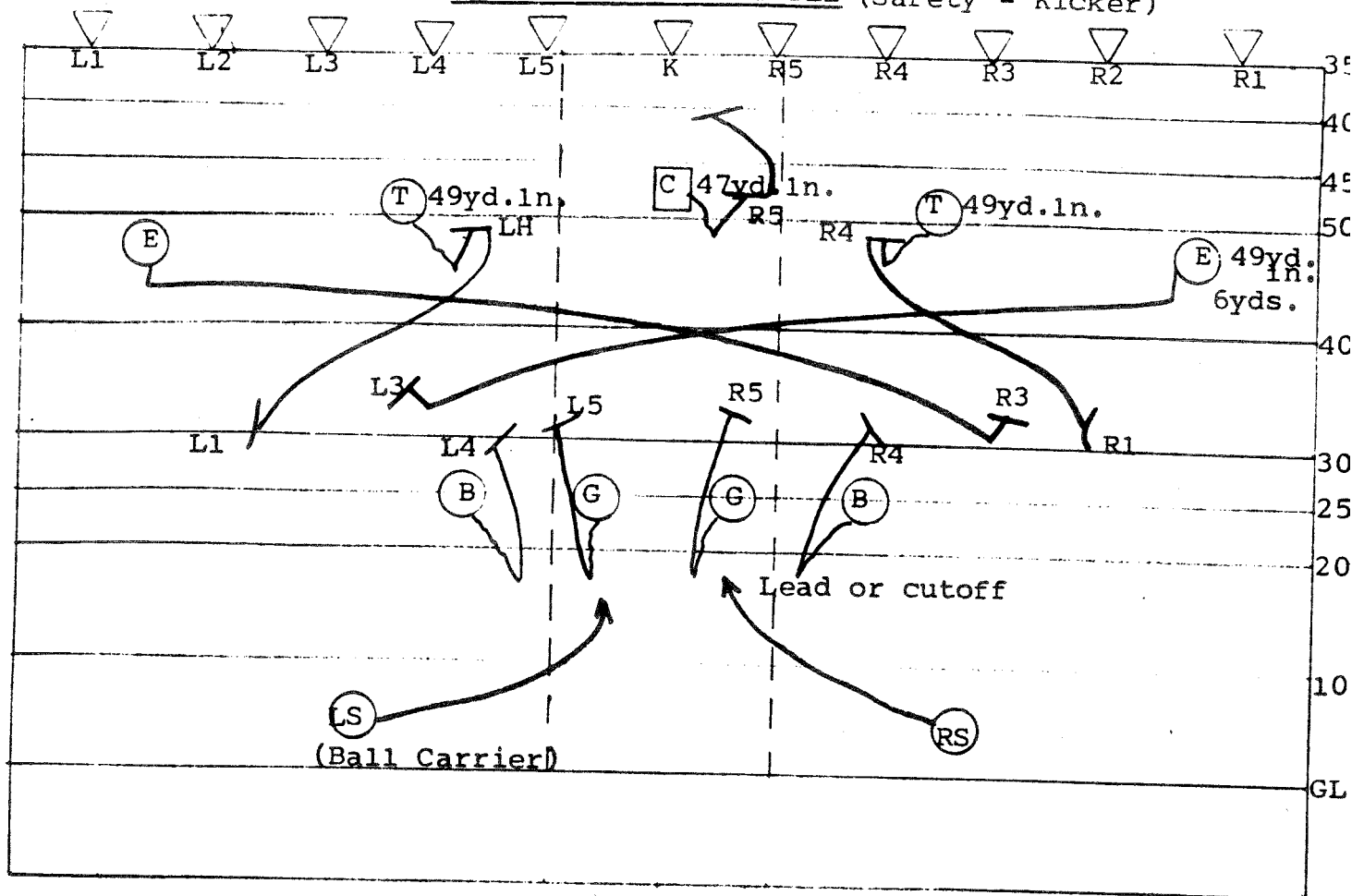
KICK-OFF COVERAGE



1. Huddle before all kick-offs. Call will be:
Examples: Deep kick - free ball -- ready - break.
Onside kick Rt. (Lt.) -- free ball -- ready - break.
All clap hands and run to line-up positions.
2. Line up in bowed line, hands on knees, facing in at 45°.
3. L1 and R1 line up 5 yds. from sideline and on 30 yd. line.
Others space out equidistant from each other.
4. When kicker passes your line of vision, take off in pace closely behind the kicker. No one offside.
5. L3, R5 and R3 - go directly to the ball wherever it is. You are the 1st wave.
6. L5 and KICKER - act as Safeties. Space yourselves on the ball and keep leverage.
7. L4 and R4 - take the hashmarks.
8. L1 and L2 - R1 and R2 - close the net. L1 and R1 are contain men.
Keep good lateral and vertical spacing with each other and L4 and R4.

Note: 1st WAVE - do not give yourself up one for one -
penetrate the wedge. Break it.

KICK-OFF RETURN MIDDLE (Safety - Kicker)



C & T's - Drop back a few steps and knock down men assigned. Use body block. Center can arrange to cross block with either Tackle or Tackles may cross. Tackled and Ends may change assignments. After blocks get up and sprint to 2nd assignment. Do not clip.

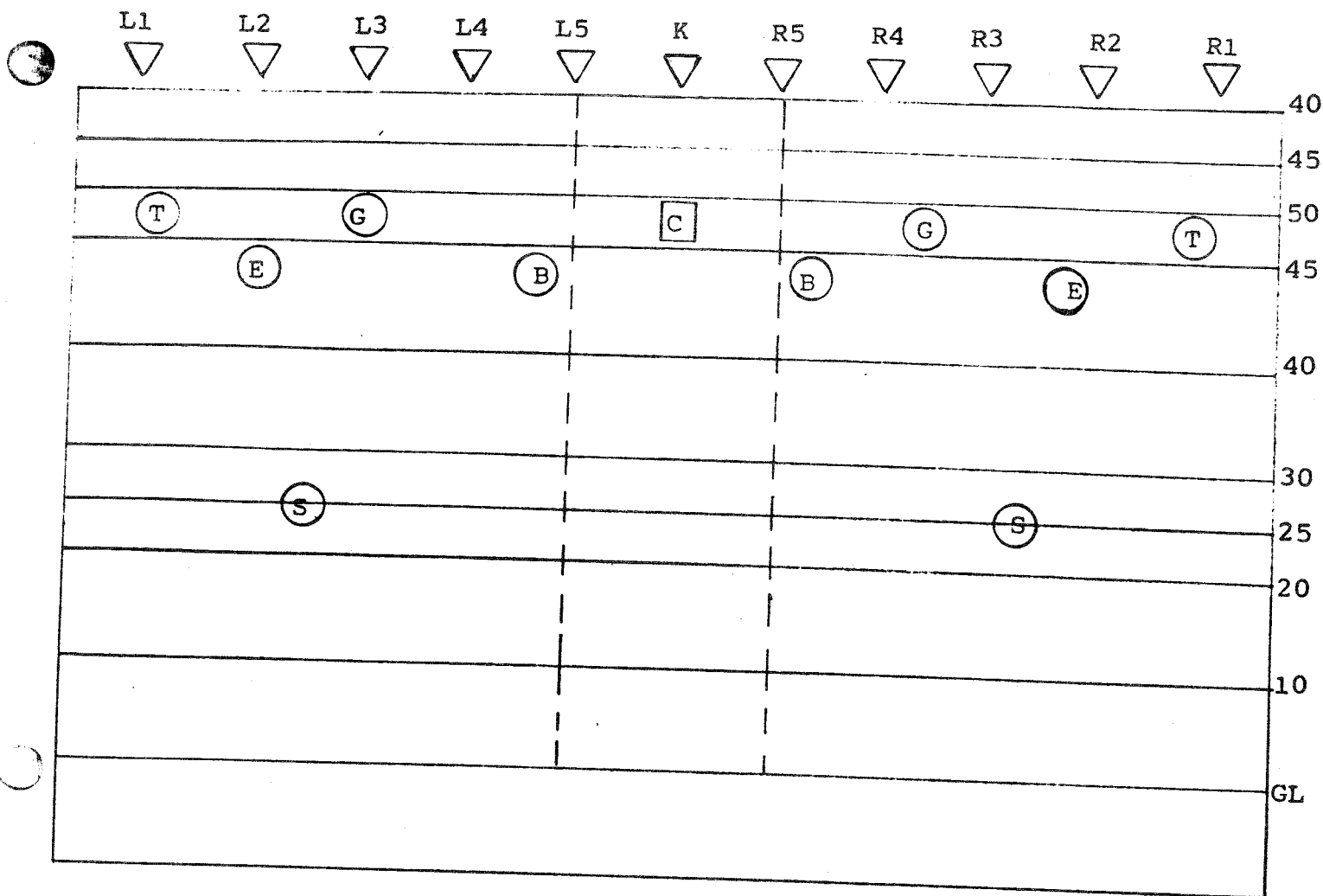
ENDS - Cross block on L3 and R3. Left End goes first generally. Can arrange to drop back and block own side or switch with Tackles. If ball is kicked to your corner, do not cross and become part of the wedge blocking No: 3. On crossing time out your block to throw off lip of wedge.

WEDGE BACKS - Field short kick to your side.

ENTIRE WEDGE - Retreat and set-up 10 yds. in front of kick handled by Safeties. RG will be designated as the Captain of wedge. Do not get outside of kicks hit into outside third of field. When ball is caught, Captain will call "Go". Block your assigned man, moving out to get him. You must judge the short kick.

SAFETIES - Field ball (it is a free ball). Call "Short" if appropriate. Bring it out straight and hard aiming to blast it straight out to the 35 yd. line. Generally between the hashes. Safety that does not catch the ball lead up looking for leakage. Do not pass anybody up. Call "Stay" if ball is near or at end line.

ONSIDE KICK DEFENSE



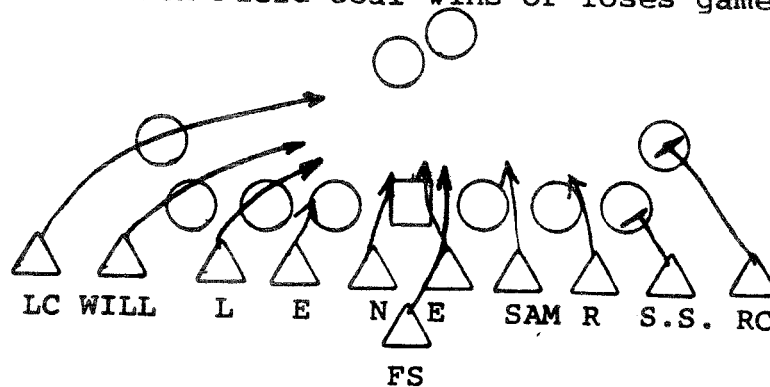
CENTERS, GUARDS & TACKLES - Line up on +47 yd. line. Recover all onside kicks. On ball which is on the ground be sure you recover it rather than seeking to advance it. On deep kick drop back & block color. Ex: RT block R1 - LT block L1.

BACKS & ENDS - Line up on -48 yd. line.

SAFETIES - On sure onside kick situations line up on 25 yd. line midway between sideline and hash marks. Field all kicks front and back in field of play and return for what you can get. Do not bring ball out of end zone. Down it there. You may fair catch short kicks.

P.A.T. - BLOCK LEFT (RIGHT)

Note: Also use when Field Goal wins or loses game.



HUDDLE CALL

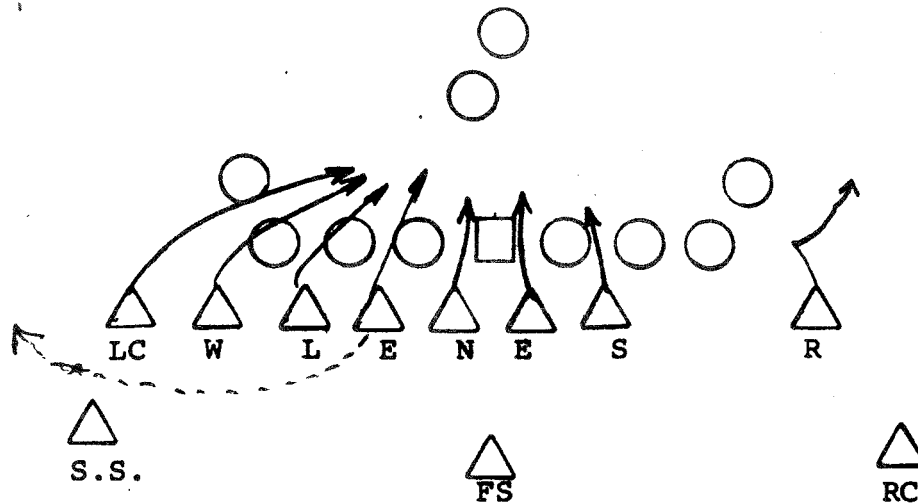
- P.A.T. Block left (right) - ready - break.

- (LC) LEFT CORNER - Line up outside of Up Back. Drive as tight as possible to his outside shoulder, angling into a spot in front of the holder, parallel to L.O.S. Lay out for the ball.
- (W) WILL - Line up on outside shoulder of End and drive into the End - Up Back gap low and hard. Get penetrated and flatten parallel to L.O.S. Go for the block.
- (L) LEFT LINEBACKER - Line up outside shoulder of the Tackle and slam into End - Tackle gap. Keep End occupied and take him with you. Force him to move his outside leg.
- (E,N,E,SAM) LINEMEN - Work with Free Safety. Get a seam for him to penetrate for the block. Linemen not working with Middle Backer go for seam penetration. Throw up hands in anticipation of low kick.
- (FS) FREE SAFETY - Work with one or two linemen to get a seam created for you. Take this seam and go for block. If we cannot get a gap, Free Safety use a running jump technique.
- (R) RIGHT LINEBACKER - Drive End - Tackle seam and go for the block.
- (SS) STRONG SAFETY - Engage End.
- (RC) RIGHT CORNER - Engage left Up Back.

Note: We will flip flop the 3 outside people, depending on the side of the rush. LC, Will, and L will be always on the rushing side.

FIELD GOAL BLOCK LEFT (RIGHT)

Note: Sure Field Goal.



HUDDLE CALL-

Field Goal block left - ready - break.

(LC) LEFT CORNER -

Line up outside of Up Back. Drive as tight as possible to his outside shoulder, angling into a spot in front of the holder, parallel to L.O.S. Lay out for the ball.

(W) WILL -

Line up on outside shoulder of End and drive in the End - Up Back gap low and hard. Get penetration and flatten parallel to L.O.S. Go for the block.

(L) LEFT LINEBACKER -

Line up inside shoulder of the End and slam into End - Tackle gap. Keep End occupied and take him with you. Force him to move his outside 1

(E's,N,S) LINEMEN -

Drive gaps as shown in diagram. Throw up hands on kicker's timing. Get penetration.

(R) RIGHT LINEBACKER -

Line up on inside shoulder of End and on snap come off into flat. Read. Ball toward - contain play. Ball away, revolve to deep outside.

(SS) STRONG SAFETY -

Line up 8 yds. deep and 3 yds. outside Up Back. Read. Watch for tricks. On ball toward, level into "O" cut area. Ball away, revolve to deep middle.

(FS) FREE SAFETY -

Play 12 yds. deep. If pass develops, revolve to deep outside in direction of ball.

(RC) RIGHT CORNER -

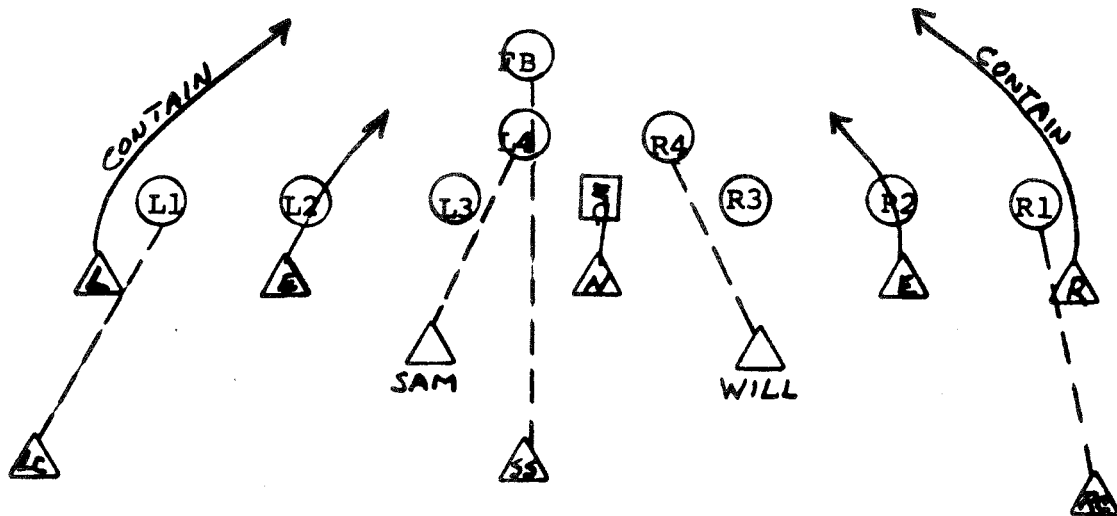
Line up 8 yds. deep and 3 yds. outside Up Back. Read. Watch for tricks. On ball toward, level into "O" cut area. Ball away, revolve to deep middle.

ON LONG FIELD GOALS OR ON 4TH AND SHORT YARDAGE AGAINST FIELD GOAL FORMATION, CAN USE THE SAME DEFENSE EXCEPT LE GOES OUTSIDE AND CONTAINS (SEE DOTTED LINE).

SAFE RETURN

Note: Used in unsure kicking situations: Defensive team stay in.

(K)



L and R - Pressure and contain. Look for tricks.

ENDS - Force the kick. Look for tricks.

NOSE - Hold up the Center - alert for run.

SAM and WILL - Key Up Backs for pass possibility.

LC and RC - Key the Ends for pass possibility - 8 yds. deep,
2 yds. outside.

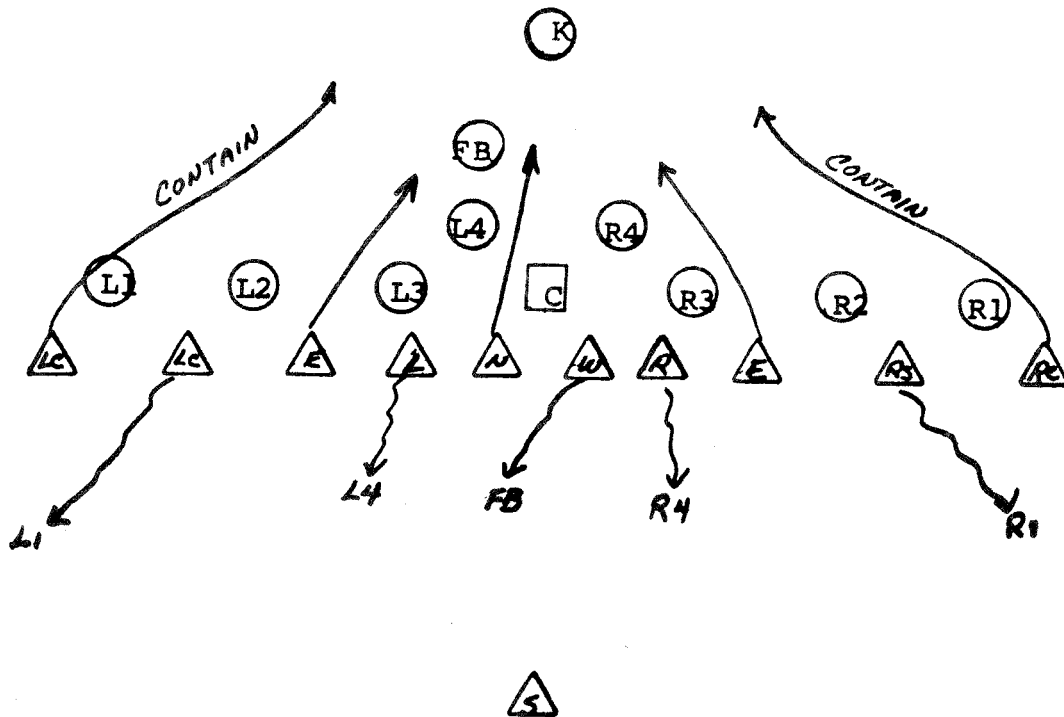
ST. SAFETY - Key Fullback for pass responsibility - 8 yds. deep.

SAFETY - Field ball if punted. Back up L1 and R1 if pass is attempted

Note: If the ball is punted and it is returnable, return will be middle. Chop your coverage guy.

RED SAFE PUNT

Note: Used in unsure kick situations. To counter and hard rush.



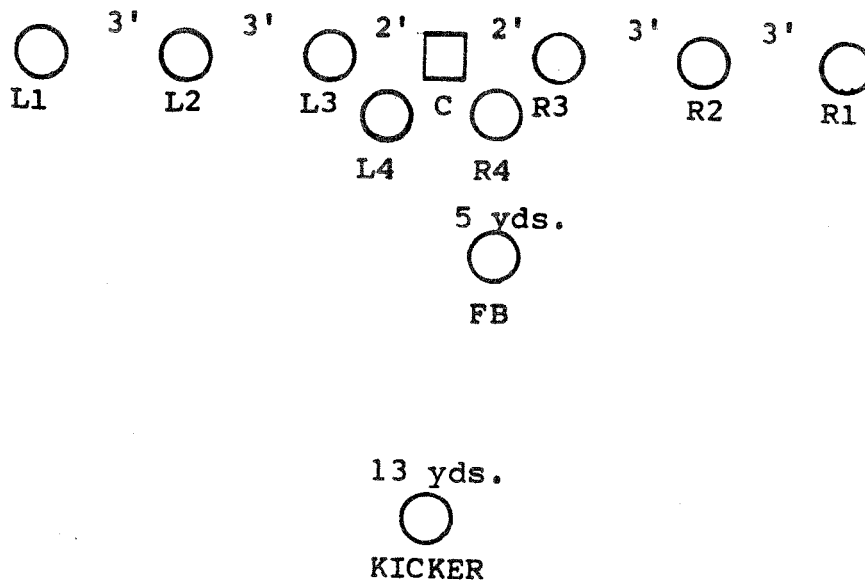
LC and RC - Contain rush. Do not attempt to block.

ENDS and NOSE - Go for block.

LS, L, W, R, RS - Man to man as designated.

SAFETY - Use good judgment.

PUNT FORMATION



HUDDLE CALL - (By Fullback)- Right (Left) Punt Formation -- On the Ball.
Ready -- Break. All clap hands and sprint to L.O.S.

LINE - Assume 2 point stance. Elbows on knees.

L4 and R4 - Split difference between Center and L3 and R3. Head on tail of lineman. Elbows on knees.

FULLBACK - 5 yds. deep directly behind R4. Hands on knees. Call overloads right or left. Then call "Set".

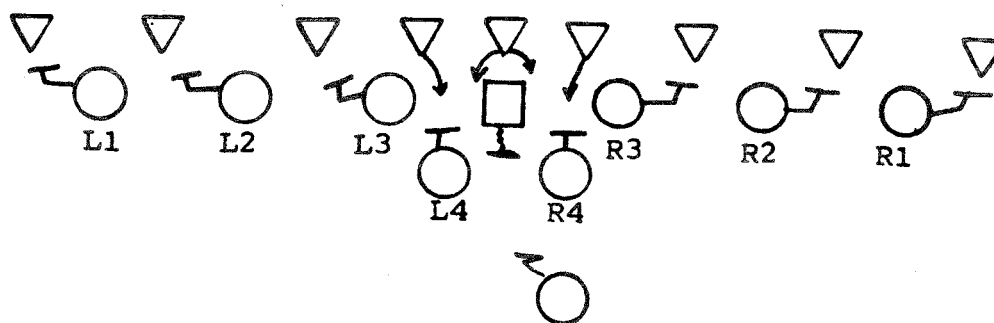
PUNTER - 13 yds. deep. Balanced stance. Hands open.

Note: On occasion we may use a run or pass (called from the bench) from punt formation. On line-up if the play (run or pass) looks good, FB will call "Ready" and play is on. If the Defensive alignment is such that the play is not advantageous, the FB will call "Set" and regular punt is executed.

BLOCKING RULES

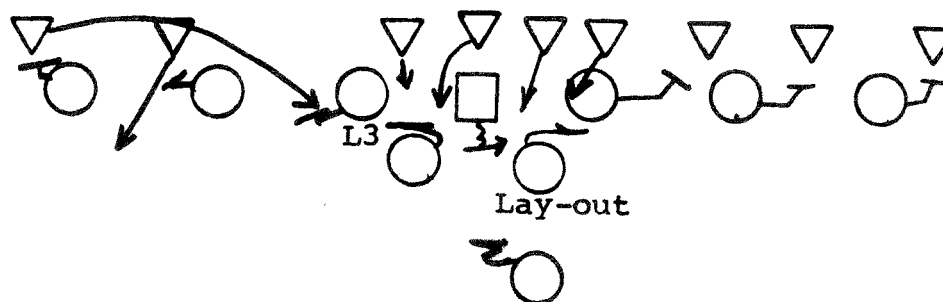
- TECHNIQUE - LINE - Look into ball. Feel rusher. Take short lateral step with outside foot - keep shoulders square to L.O.S. Hit with face in numbers. Stop them cold.
- L4 and R4 - If two men are rushing between Center and L3 and R3, use lay-out body block. You must get the outside man of the two.
- CENTER - Perfect snap any time after "Set". Vary the time. Throw up your head and hop back to fill area between L4 and R4. No specific blocking assignment. Favor side of overloads.
- L1 and R1 - Block outside rusher. If no one is outside of you, block to inside.
- L2 and R2 - Block 1st man inside of L1's and R1's blocks or 2nd man in from outside. Do not block inside.
- L3 and R3 - Block 1st man inside of L2's and R2's blocks, or 3rd man in from outside. Do not block inside.
- L4 and R4 - Block rusher or rushers between Center and L3 and R3. You must get 4th man in from outside.
- FULLBACK - You are responsible for the formation. Call overloads. (6 potential rushers to one side). Then "Set". Block most dangerous rusher. Never back up. Be especially aware of nose man. Move late and move fast.
- PUNTER - Catch the ball. Good punt in direction called in huddle. Because of new rule, we want high kicks and out of bounds kicks. Generally right hash - kick right; left hash - kick left.
- TIMING - Because of new rule; "Coverers cannot leave L.O.S. before kick is made" we will block and cover on a time basis. We will punt in two (2) seconds. Therefore, on the snap, all coverers will make a mental count of "one thousand one --- one thousand two -- Go". This will give us a block release and coverage pattern with the linemen going at the same time.

BLOCKING SELECTED RUSHES

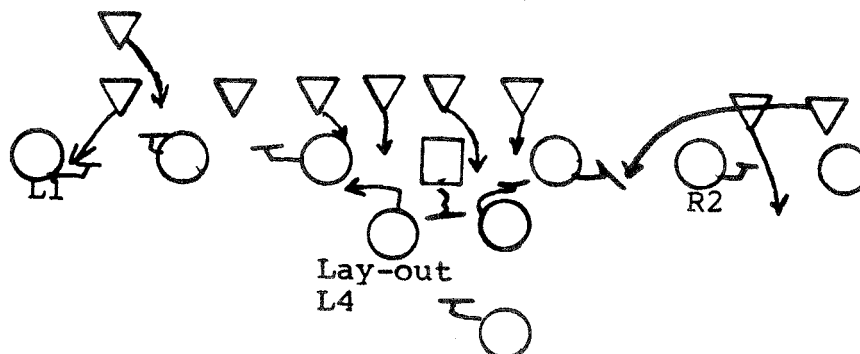


Normal 9 Man Rush (Balanced)

Line - Face in numbers - Stop rushers cold. L4 and R4 same.

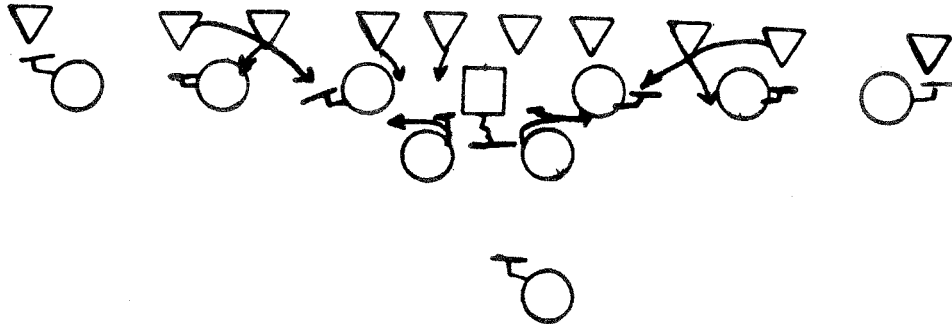


Overload Right - L3 - Keep your position - Do not block man inside.
Look for something coming from outside.



Overload Left - L1 - No one outside and stack to inside - Block the outside rusher of the two.
R2 - Hold position - Do not block inside.

BLOCKING SELECTED RUSHES (Continued)



Ten Man Rush - Follow your rules.

R2 and R3 - Watch for underneath rushes.

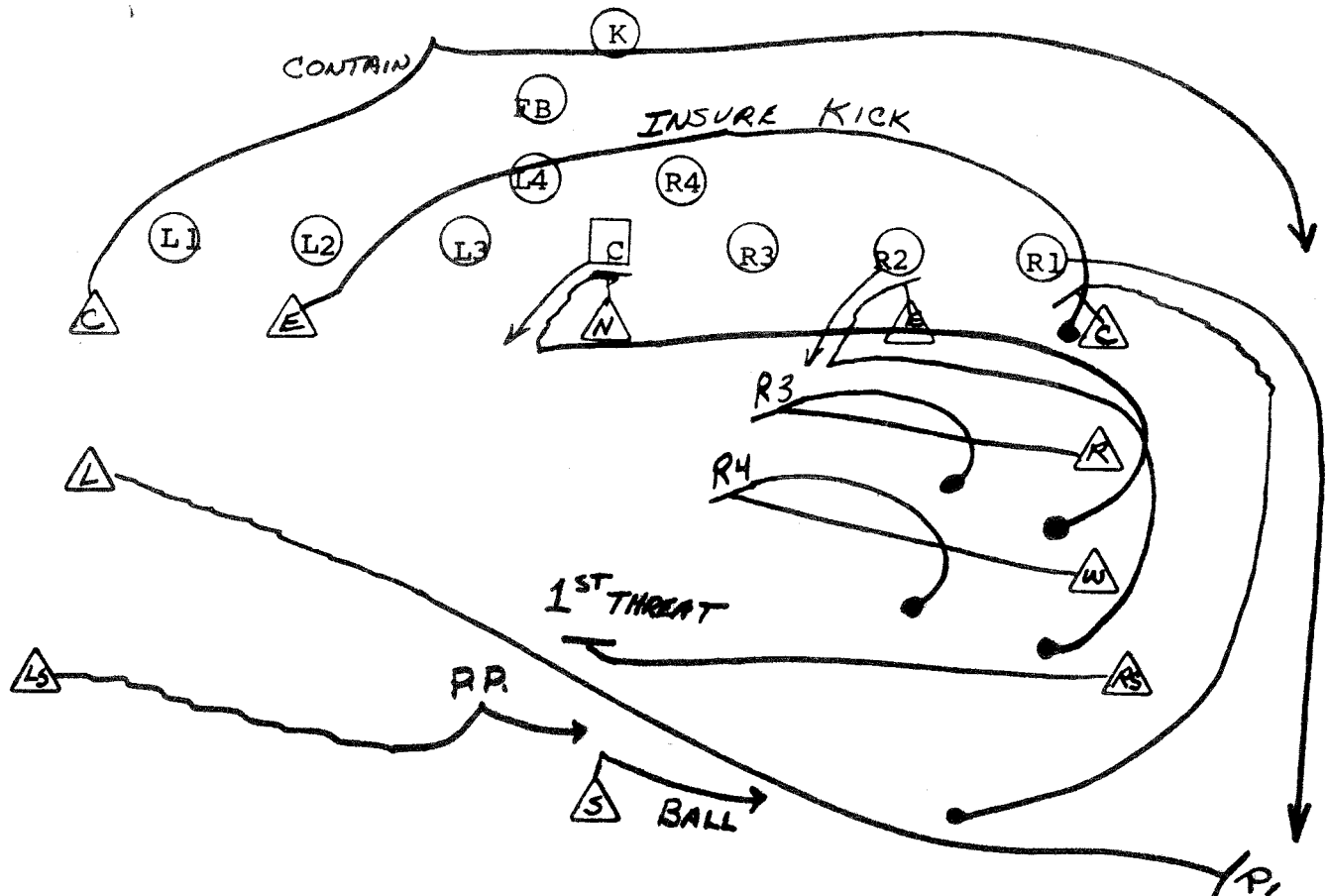
L2 and L3 - Watch for underneath rush.

IMPORTANT POINTS

1. Be alert. Block area.
2. Look into the ball. Feel the rusher. Do not flinch on rusher fakes
3. Tighten to 2' inside the 3 yd. line.

We expect there will be a greater emphasis on returns. We must fly on our coverage.

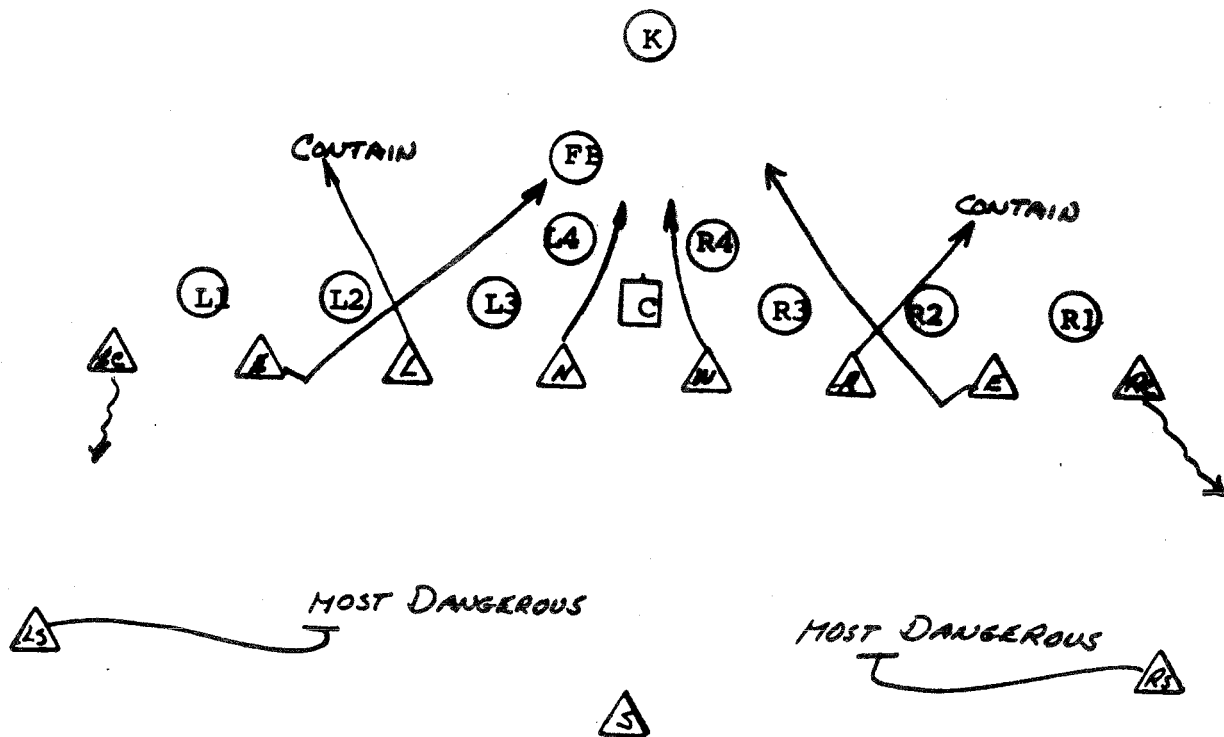
BLUE PUNT RETURN RIGHT (SURE PUNT)



- (RC) RIGHT CORNER - Hold. Release R1 outside. Push him out at least 8 yds. outside his line-up position. Leave him and set wall on punt receiver looking for chop on R2.
- (E) END- SIDE OF RETURN - Hold. Drive R2 inside. Stay with him for 5 yds. downfield. Leave him and get into wall 5 yds. from RC.
- (N) NOSE - Drive hard into Center. Drive him back. Release him away from return. Sprint to the wall. Set up 5 yds. from End.
- (E) END- AWAY FROM RETURN - Slam into L2 and L3 gap, and drive to point past Center to insure no run in that direction. When ball is kicked, sprint to get to wall 5 yds. from Nose.
- (LC) LEFT CORNER - Contain punter and insure kick. Sprint outside of wall to clean anybody who seeps thru.
- Note: When ball carrier comes to you, and no one to block, turn and lead him upfield.
- (R) RIGHT BACKER - Chop 1st man who shows; probably R3. Get up and wall back.
- (L) LEFT BACKER - Time yourself. Kick out R1.

LS AND RS 35 YDS. DEEP.

WHITE PUNT BLOCK



LC and RC - Drop off on snap and cover L1 and R1 to L4 and R4.
Look for tricks.

R & L - Drive into 2 and 3 gaps and contain punter. You go first.

ENDS - Loosen off L.O.S. and step and drive under R and L. Go for block

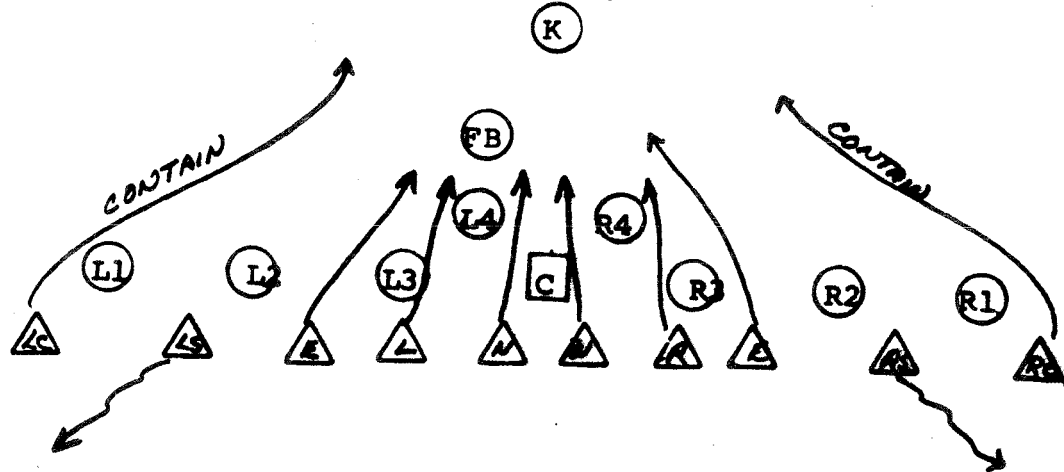
N & W - Drive C and 4 gaps and get to FB.

SAFETIES - Use good judgment and break to daylight.

Note: Ends and Corners can do underneath stunt. Ends contain.
Corners underneath R and L drop off. N & W same as above.
Also same techniques on W/R and N/L. Ends contain LC and RC drop

RED 10 MAN BLOCK

Note: Use in sure kick situations.



LC and RC - Contain rush. Do not attempt to block kick.

LS and RS - On snap, drop out and back. Cover End and Upback.
Look for tricks.

ENDS - Drive 2 and 3 gaps. Go for punter's foot.

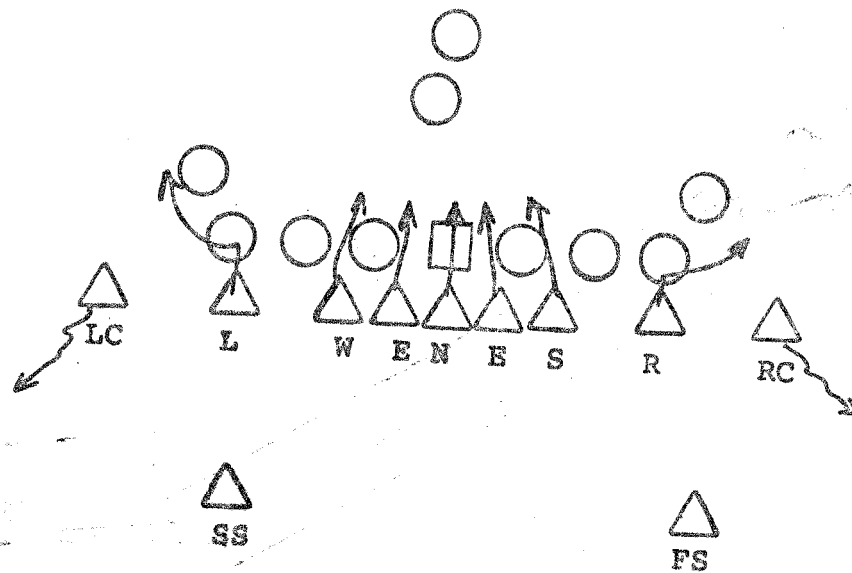
L and R - Squeeze in and drive 3 and 4 gaps.

N and W - Squeeze in and drive Center and 4 gap. Do not get shoulder
to shoulder so FB can get you both.

SAFETY - Use good judgment. Field what you can and get what you can.

FIELD GOAL BLOCK MIDDLE

Note: To be used on very long field goals and on extremely fast kickers.



RC - LC -

On snap, take step toward Up Back and read play.
On run - pass play in and out on End - Up Back.

L and R -

On snap, come outside to contain run - pass. If ball goes away, look for kicker sneaking to your side.

SS and FS -

In - out with Corners on pass on End - Up Back.

W and S -

Line up inside shoulder of Tackles and penetrate Tackle - Guard gap. Get as much depth as possible. Throw up hands.

ENDS -

Line up inside shoulder of Guard and penetrate Tackle - Guard gap. Get as much depth as possible. Throw up hands.

NOSE -

Line up on Center and drive him back to kicker. Throw up hands.